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SEGA PRO

OCTOBER '94 • ISSUE 37
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SegaPro OCTOBER 1994
FIFA '95 • POWERDRIVE • MICKEY MANIA • MEGA SWIV • BLOODSHOT • SPARKSTER
ISSUE

MONSTER ACTION AT ITS BEST!

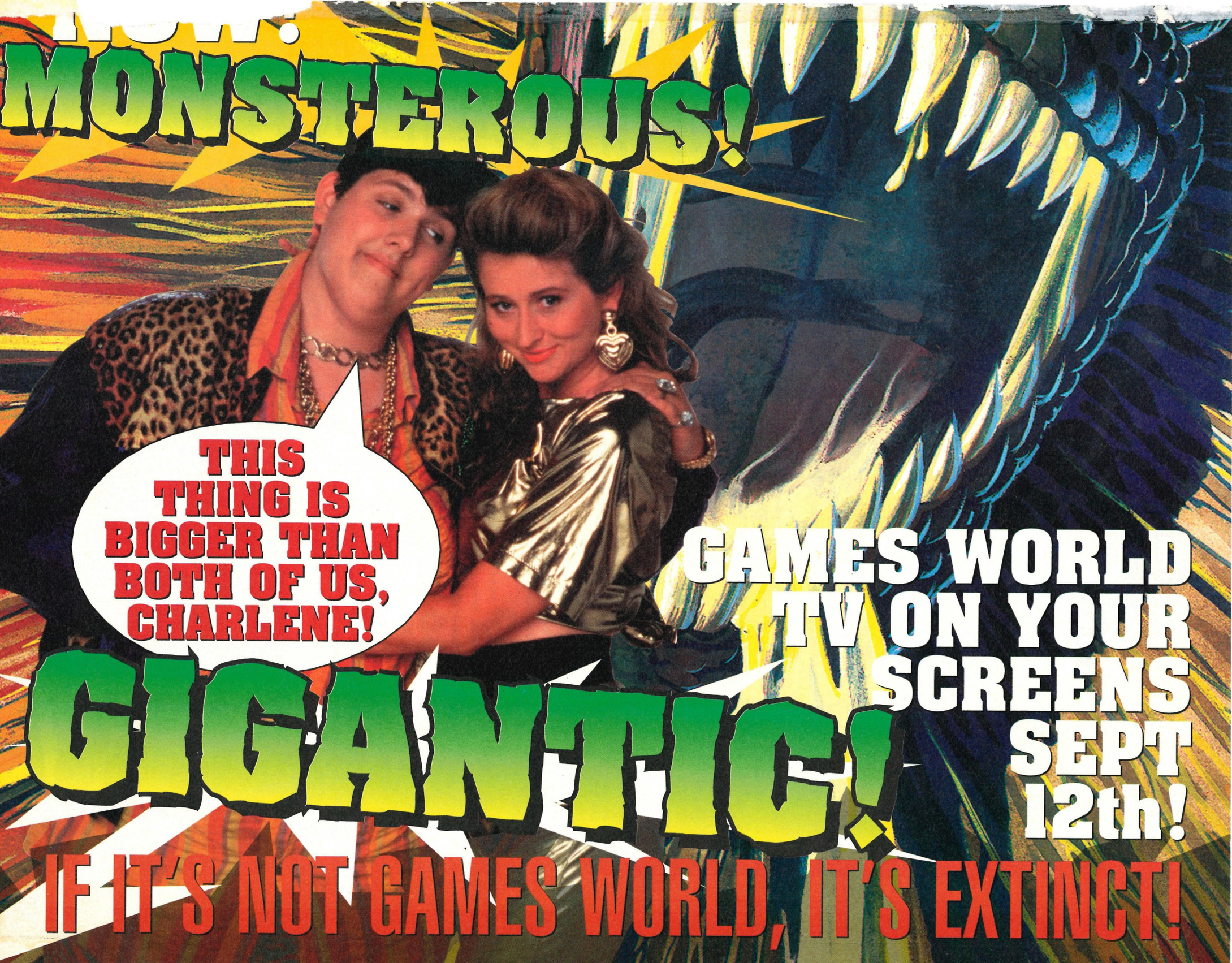
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SEGA PRO

OCTOBER '94

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MORE GAMES THAN ANY OTHER MAG!

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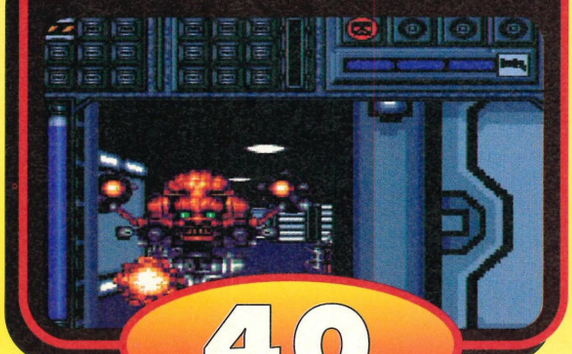
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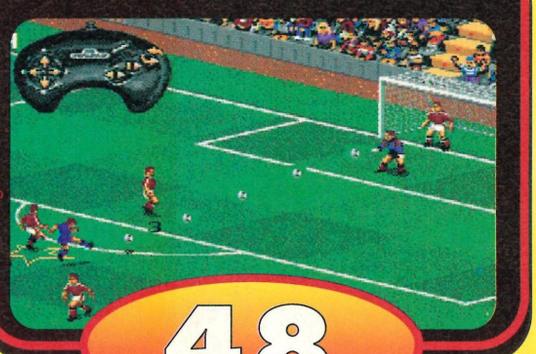
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NEWS

FRONTLINE

FRONTLINE

Hello and good evening. News just in... Bad Influence returns to our TV screens on page 7. A new Theme Park opens on page 8. And the latest virtual reality arcade machines are tested on page 9.

WELCOME TO SEGAPRO — WE'RE ALWAYS THE WINNING TEAM!

This issue it's goodbye from Nick (good luck with the new project mate) and hello from me. Having been the editor of SEGA XS I've had plenty of contact with the guys on SEGAPRO and know they've worked hard to make it one of the top magazines on the market. I intend to make sure this continues, maintaining the quality, integrity and unbiased opinions we've become known for. Remember, we ain't spoon-fed!

These are exciting times for SEGAPRO. We're now producing an extra edition of the magazine, with a Mega-CD cover-mount and supplement and, as always, we've got the low-down on the top games way ahead of the rest. This issue, check out the world exclusive first review of EA's *FIFA Soccer '95*, a truly brilliant footy sim. We've also got the exclusive first look at US Gold's *Powerdrive* and a special feature on Sony's *Mickey Mania* – not bad, eh!

Stay tuned.

Chris Marke, Editor

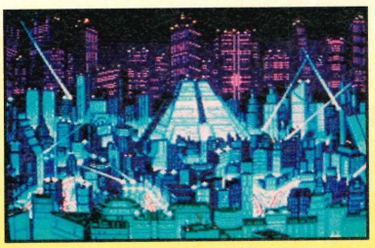


KONAMI'S XMAS CRACKERS

Due for a December release from Konami are two Mega-CD games which they promise will be high on that all-important playability factor. *Snatcher* and *Gunfighters* are the two games in question, and both can be played using the Justifier gun.

Snatcher is set in the year 2047 and is a text/graphics-based detective adventure. It was a big hit on the PC Engine CD and this version boasts the same Japanese-style cartoon animation and a voice-over soundtrack.

You take the role of Gillian Seed (a guy), whose job is to track down and destroy Snatchers, rogue bio robots who survive by killing and replacing humans (shades of *Bladerunner*?). To progress in the game, players must listen to clues, interrogate suspects and generally snoop around. In fact the shooting section of the game is only one part of the action and is far outweighed by the adventure aspect.



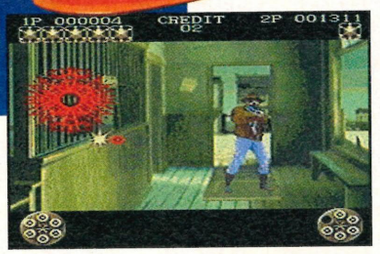


Konami's *Snatcher* mixes adventuring with shooting action.

In contrast *Gunfighters* will be a blast from start to finish. It contains six levels of frantic shoot-'em-up action, in the same mould as its predecessor *Lethal Enforcers*. Available on Mega Drive (priced £44.99) and Mega-CD, the game promises to be as fast-paced as the original.

The action is set in 1873, in a small town in the Wild West. You and a friend have just become the new sheriffs and your first job is to sort out a local gang of villains. The levels include a bank robbery, a saloon showdown and a stagecoach stick-up. These levels are broken up by a bonus stage, in which you must shoot bottles thrown in the air to prove your gunfighting skills.

With the CDs costing £39.99, both games look to be excellent value. Look out for full previews in our next issue.





It's a rootin'-tootin' shoot-out in *Lethal Enforcers II*. Blast those varmints!

DISCWORLD TOPS THE BILL

Psygnosis are keeping themselves busy over the next few months and into the new year with a host of top new titles. These include *Second Samurai*, previewed this issue, *Lemmings 2: The Tribes* and *The Misadventures of Flink*. However, perhaps the most interesting release, scheduled for the beginning of 1995, is *DiscWorld*, based on the hilarious novels of Terry Pratchett.

The company themselves describe the game as, "Indisputably the premium licence of '94". Whether this proves to be the case is open to debate, but there's no denying the immense pulling power of Terry Pratchett, especially when the fact he has sold over four million books in the UK alone is taken into consideration.

The game is likely to contain a host of distinctive features, guaranteed to exploit the potential of the Mega-CD. Perhaps the most exciting of these is the news that the voice-over dialogue will be supplied by none other than ex-Monty Python genius and leading comic actor Eric Idle.

This seems to be a major coup for Psygnosis, as the distinctive vocal talents of Idle can only be of benefit to the gameplay as a whole. Add to this a script and dialogue created by professional comedy writers and you appear to have a winning team.

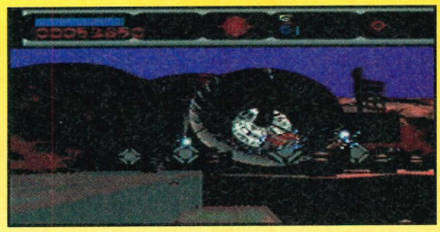
DiscWorld promises to be packed with memorable characters, hilarious fantasy scenarios and the instantly recognisable humour of the Pratchett novels. We'll bring you more information as we get it, but if the game's as good as the novels you're all in for a real treat!

KICKING UP A STORM!

Looming soon on the horizon from Psygnosis is the Mega-CD game *Novastorm*, a futuristic 3-D shoot-'em-up in the mould of *Microcosm*. The game will contain four different worlds of gameplay, each offering different backdrops, Full Motion Video sequences and between-level scenes.

The scenario is similar to those of most traditional futuristic blasters. The year is 2129, and the Bator system is dying. The very future of civilisation is under threat from its own technology. SCARAB X, the integrated military artificial intelligence system, has mutated and taken on a life of its own. An experimental fighter, Scavenger 4, has been launched to destroy the rogue computer systems.

Anyway it all sounds familiar, but what appears to set *Novastorm* apart is the stunning graphics, sheer frenzy of the gameplay and the pounding soundtrack. As always we'll bring you more news as and when we get it. Until then get those taste buds whetted in anticipation!





The successor to *Microcosm*, Psygnosis's *Novastorm* is even more impressive.



Formerly called *Scavenger 4*, it had to be renamed *Novastorm* due to copyright problems.



Blammo! The 3-D graphics are Z-buffered, so you can shoot the scenery and crash into it!

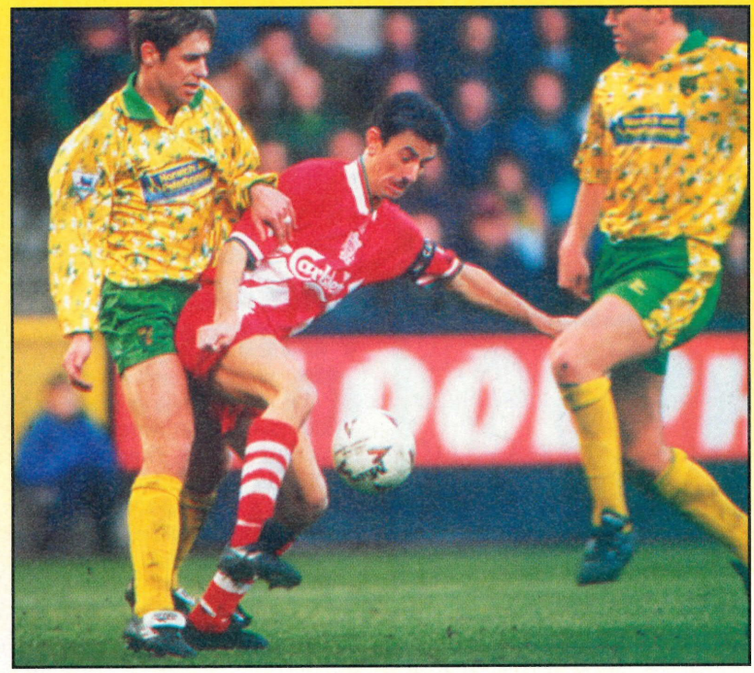


BIGGER AND BADDER!

Returning for its third series is ITV's smash-hit computer show *Bad Influence!*, starring children's television favourite Andy Crane and the spiky-haired Violet Berlin. The show is returning to our screens from 8 September for a 15-week run and promises to be bigger, badder and bolder than ever before.

We've been told that the show boasts an exciting new set, jam-packed with state-of-the-art computer technology and all the latest video games. Once again the games will be assessed by a team of young reviewers, along with a tips and cheats section presented by the strangely named Nam Rood and film reports from America.

With all this and more in store over the weeks *Bad Influence!* looks set to retain its position as Britain's most popular computer show, but with Dominik Diamond back on GamesMaster they'll certainly be kept on their toes!



KICK OFF ANNOUNCED

Way back at the beginning of the year Anco announced the arrival of the classic *Kick Off 3* for the Mega Drive, since then not a lot has been seen or heard about the game. However, it seems footy fans need wait with baited breath no longer — the game has now been officially pencilled in for a November release.

Apparently, Anco were unhappy with the standard of the first Mega Drive version of the game, which is why they pulled out of the original July release. Obviously, with the World Cup in full swing, this was the ideal month to release a football simulation onto the ever eager market.

However, *Kick Off* is such a well-known and respected name, it was deemed unwise to release a sub-standard product. Instead more work is said to have been put into the product in an attempt to recreate the dynamic appeal of the original, classic game. We'll see if the programmers have come up with anything special next issue, but it will have to go some to match the brilliant *FIFA '95*!

NEWS FLASH

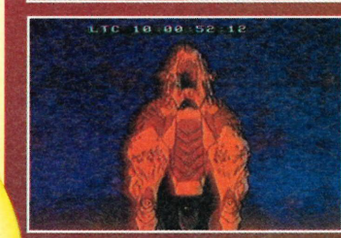
"You're nicked son!" These immortal words from The Sweeney have entered the vocabulary of ELSPA. They raided the home of 'The Executioner' catching the villain red-handed. His crime was distributing pirated Sega and Nintendo games and he has been fined £1,250. Keep off our manor in future nonce!

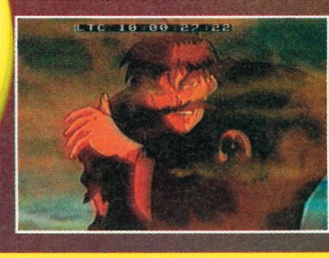
BEASTLY VIDEO

Animé UK have announced the release of their first own-label animation video. Entitled *KO Century Beast Warriors*, the video received plenty of critical acclaim on its release in Japan.

Its scenario follows the age-old battle between good and evil, but with a twist. The humans, searching for a new planet after polluting Earth, are the bad guys; while the beasts, such as teenage tiger Wan, whose home the humans are attempting to conquer, are the heroes. The video is out on the shelves at the moment and retails at £12.99 for 90 minutes of *animé* entertainment.







CHARTS COMPILED BY GALLUP

ELSPA European Leisure Software Publishers Association

...MEGA DRIVE...

1	FIFA International Soccer	EA	£44.99
2	Pete Sampras Tennis	Codemasters	£44.99
3	Streets Of Rage 3	Sega	£59.99
4	PGA European Tour	EA	£39.99
5	Sonic Spinball	Sega	£44.99
6	Sonic The Hedgehog 2	Sega	£39.99
7	Sonic The Hedgehog 3	Sega	£59.99
8	Gods	Accolade	£39.99
9	Gunship	US Gold	£44.99
10	Zool/James Pond 3	Telstar	£44.99
11	Sonic The Hedgehog	Sega	£39.99
12	Virtua Racing	Sega	£69.99
13	Mickey & Donald	Sega	£39.99
14	Street Fighter II: SCE	Sega	£59.99
15	Cool Spot	Virgin	£44.99
16	The Chaos Engine	Microprose	£44.99
17	RoboCop Vs Terminator	Virgin	£49.99
18	World Cup USA '94	US Gold	£44.99
19	Lemmings	Sega	£44.99
20	Sensible Soccer	Sony	£39.99

...MASTER SYSTEM...

1	Sonic The Hedgehog 2	Sega	£29.99
2	Jungle Book	Virgin	£32.99
3	RoboCop Vs Terminator	Virgin	£32.99
4	Sonic Chaos	Sega	£29.99
5	Mickey Mouse	Sega	£29.99
6	Sonic The Hedgehog	Sega	£29.99
7	Cool Spot	Virgin	£32.99
8	Micro Machines	Codemasters	£29.99
9	Desert Speed Trap	Sega	£29.99
10	F1	Domark	£29.99

...GAME GEAR...

1	Sonic Chaos	Sega	£29.99
2	Sonic The Hedgehog 2	Sega	£27.99
3	Sonic The Hedgehog	Sega	£27.99
4	Mickey Mouse	Sega	£29.99
5	Micro Machines	Codemasters	£29.99
6	Jungle Book	Virgin	£32.99
7	NBA Jam	Acclaim	£34.99
8	Bram Stoker's Dracula	Sony	£29.99
9	Star Wars	US Gold	£29.99
10	World Cup USA '94	US Gold	£29.99

...MEGA-CD...

1	FIFA International Soccer	EA	£49.99
2	Tomcat Alley	Sega	£49.99
3	Ecco	Sega	£44.99
4	Silpheed	Sega	£49.99
5	Thunderhawk	Core	£44.99
6	Dracula Unleashed	Sega	£49.99
7	Final Fight	Sega	£44.99
8	Sonic CD	Sega	£44.99
9	Batman Returns	Sega	£44.99
10	Ground Zero Texas	Sony	£49.99



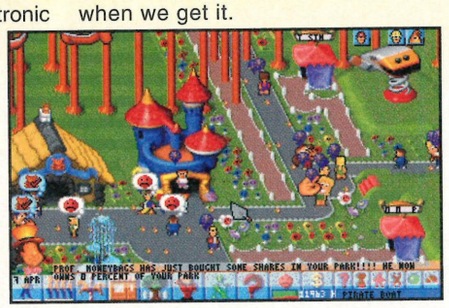
FANTASY FUNFAIR

One of the best PC games in a long while is destined for a Mega Drive release at the beginning of '95. *Theme Park*, in which you get to play as the controller of a fantasy DisneyLand, is programmed by Bullfrog productions and will be distributed by Electronic Arts.

If the game plays anything like the PC version the Mega Drive is in for a treat. *Theme Park* enables players to design and run their own pleasure park. The objective is to create a viable theme park, which is user-friendly, exciting but above all profitable. Once your park is bringing in the bucks you can sell it at a hefty profit and start again in a more challenging location.

There will be 24 locations in total, in which the player will have total control over the simulated environment. Everything from prices to the location of the loos will be in your hands and the highest priority is keeping the customer happy. So, it's probably not a good idea to build a fast food outlet next to a stomach-churning ride!

There will be a number of unique features in the console version, including different landscapes for each location and even more rides to create – 27 in total. Expect this to be a massive hit; we'll bring you more news as and when we get it.



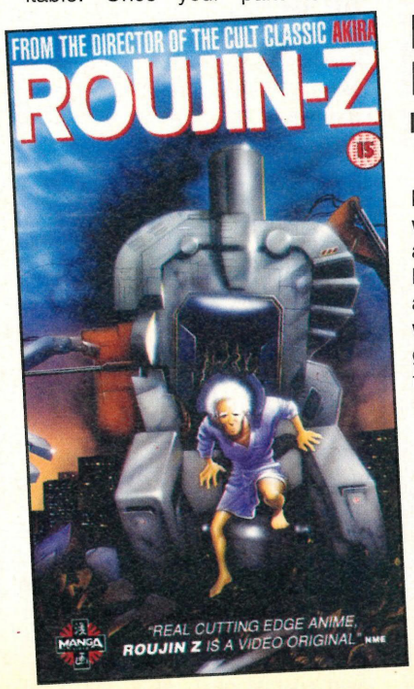
KOMBAT KOMIC!

The first edition of the new Mortal Kombat comic, from the clever people at Malibu Comics Entertainment, dropped onto our desks recently and a jolly scary read it is too!

The comic follows the stories of the characters from the game and was created due to the demand from fans of the games to find out more about their favourite fighters. Malibu Comics say they have sought to bring Mortal Kombat fans new storylines and extensive character developement in what will be a monthly comic book.

Over the next few months the company intend to take the reader on an exciting journey through the world of Mortal Kombat, and will develop a different character's personality and profile in each issue.

Malibu have also recently signed a three-game deal with Sony Imagesoft to produce interactive Mega-CD titles based on their



MANGA MAYHEM

There will soon be yet more Manga mayhem hitting the streets with the release of another four titles by Manga Video. As always we at SegaPro were lucky enough to get a sneak peak at these new videos and jolly exciting they are too!

First up is the latest instalment in the ongoing *Guyver* series. This, the sixth part, is called *The Guyver, Terminal Battle – The Fall of Chronos Japan* (bit of a mouthful, eh!) and is set to follow a similar pattern to the rest of the series. Basically prepare for 30 minutes of more mad sci-fi action, retailing at £5.99.


The sixth *Guyver* adventure has yet more mad sci-fi action to thrill you.

More interesting is the release of *Roujin Z*, based on a story by Otomo Katsuhiro, creator of *Akira*. The scenario concerns one of Japan's very real social problems — the growing elderly population – and comes up with an extreme solution!

The solution is known as the Z Project, with Z being a fully automatic bed, programmed to care for the every need of the elderly person. As you can probably guess, things go

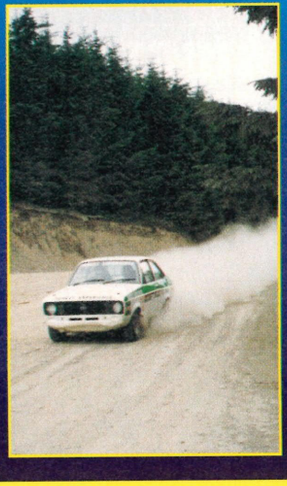
BRIBE of the MONTH

This month an awesome freebie from US Gold came our way. Trust Chris to nab it on his first day in the office. Typical!

US GOLD

Those lovely people at US Gold certainly know how to splash out on a freebie and this was no exception. On offer was a once in a lifetime trip to The Forest Experience Rally School in Wales where, under expert supervision, it's possible to wreck a high-performance car. Now that's what we call real fun!

Chris, who has wrecked many cars since someone foolishly deemed it wise to allow him on the roads, jumped at the chance to take on some rival magazines in a race. You'll all be proud to know he took the chequered flag in first place, returning triumphantly to the office brandishing his trophy and a bottle of champagne – jammy git!



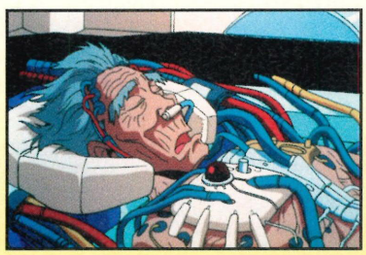
comics. Two of the three titles, Prime and Firearm, will be developed by Sony this year, with the third, as yet unnamed title due to be released in 1995. If the games are released here we'll bring you more news as and when we get it.



horribly wrong as the project malfunctions. To find out what happens will cost £12.99 for 80 minutes of action.

The final two videos are *Zeguy* and *Tokyo Babylon part 2*, both of which contain a world full of fear and horror. *Tokyo 2* opens with the brutal murder of a young girl, in a modern-day Tokyo riddled with, "a crawling debauched mire of rape, phone sex and sinister religious sects". This all sounds very similar to part 1, but if you like this kind of thing it could be worth a look, especially if you have a spare £10.99 for a mere 50 minutes of action.

Lastly *Zeguy* is the story of High School students transported to the cruel Empire of the Clouds. It's a story with a twist, concerning the true identity of the central character, Miki, and retails at £8.99 for 72 minutes.



The old folks' Z-beds go berserk in *Roujin Z.*



Students get transported to the clouds in *Zeguy*. They shouldn't smoke that stuff!

GEARED UP!

Two big releases will soon be smashing onto the Game Gear, courtesy of Time Warner. The first is *Road Rash II*, originally available on the Mega Drive, while fans of the *PGA Tour Golf* games can expect a bigger and better hand-held version, cunningly entitled *PGA Tour Golf II*!

Road Rash II features all the five race tracks from the original version and 15 different bikes to upgrade through as you progress. As always the two-player mode is where the action's at, but be prepared to take on a whole host of aggressive bikers, all baying for your blood! It will take plenty of skill and clever use of a variety of weapons to fight these guys off.

In contrast *PGA Tour Golf II* is much more sedate. However, this 4 meg game (twice the size of the original Game Gear version) will be a must for the huge army of die-hard fans out there. Time Warner are promising seven courses to choose from (three more than the original), better ball flight mechanics and an extended 3-D view. Add to this the chance to play against up to three friends for megabucks and this looks like being another winner.

Both games were developed by Electronic Arts and will be available in November for £29.99. Expect more news next issue.

DANGER ZONE

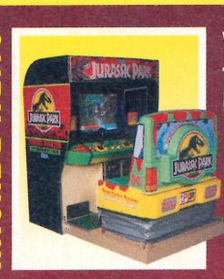
An all-new helicopter adventure/shoot-'em-up is just one of four Mega Drive releases due out in November from Time Warner Interactive. *Red Zone* is a 16 meg game costing £44.99.

The scenario is simple. A radical Communist party is threatening to use nuclear weapons to destroy the world. The only hope is a crack team of commandos, trained in martial arts combat, heavy weapons operations and vehicle reconnaissance.

Your role will be to control this team, navigating a purpose-built Apache fighter helicopter through two levels of firestorm, before going by foot through a further ten levels of the underground nuclear stations. The aim here is to break into the highly guarded core and destroy its nucleus.

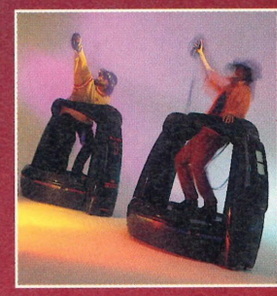
The game looks to be all about teamwork as you control the helicopter and the commandos, each of whom has a unique skill. All of this action is viewed from a top-down perspective, with a 3-D rotating environment. Add to this a Full Motion Video introduction and the game looks like being a winner. More information next issue.

ARCADE NEWS



We were hoping to donate a full page to arcade news, but a lack of machines worth mentioning led us to postponing this. So here we go with the latest gossip on the coin-op grapevine and a look into the world of Virtual Reality.

VIRTUAL REALITY – VIRTUALITY SOFTWARE



The biggest name in Virtual Reality is Leicester-based Virtuality. Their odd-looking hardware immerses gamers in a 3-D virtual world where real-time three-dimensional texture-mapped graphics and 32-channel stereo sound play havoc with the senses. The latest additions to an already bulky catalogue of VR games are *Virtuality Boxing* and *Zone Hunter*.

ZONE HUNTER

VR MACHINE

Pit yourself against the wildest virtual world ever – the urban cityscape. Escape death and save the world in Virtuality's newest VR experience, *Zone Hunter*. Bonus points extend gameplay while power-ups protect your mortal shell with invincibility, weapon boosts and an accelerator that sends you speeding out of sight. Enter a one- or two-player mission, now, at Sega World in Bournemouth. And remember, the better you are, the further you get and the longer you play. Priced £1 a credit.

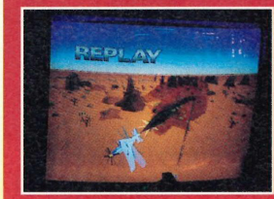
Zone Hunter is now attracting endless puzzled faces at Sega World, Bournemouth, so the SEGAPRO team popped in for a cuppa herbal tea and a trip into the zillionth dimension. Discover Tried And Tested to see how it fares.

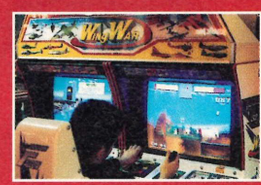
TRIED AND TESTED

Once again SegaPro's arcade fiends dropped in to Bournemouth's Sega World to experience the thrills, or spills, of this premier resort's latest coin-ops.

WING WAR







Jetting about the virtual stratosphere of *Wing War* is an experience to be savoured. At its best in two-player mode, thrusting up, down and practically inside out to escape or destroy your opponent is brilliant fun. One-player mode is equally hectic, but it may be too easy for the more experienced coin-op crusader. *Wing War* comes recommended, and with amazing polygon graphics and a belting sound system you may be hooked on this £1-a-go winger.



7/10

ZONE HUNTER

VR MACHINE

Prolonged game time on *Zone Hunter* wouldn't do your head any good, but it has to be the best way of destroying your senses for the afternoon. Graphically it lacks that final stroke of realism to put you in a Lawnmower Man-esque situation, but for £1 a credit, what do you expect? These machines and the software they run cost an absolute packet. It looks as if Virtuality's hard work and expensive R&D is finally paying off.

8/10

NEWS



JAPAN NEWS



. . . ARCADE CHARTS

1	2	RIDGE RACER
2	3	VIRTUA FIGHTER
3	1	DAYTONA USA
4	–	ALIEN VS PREDATOR
5	4	SUPER STREET FIGHTER II X

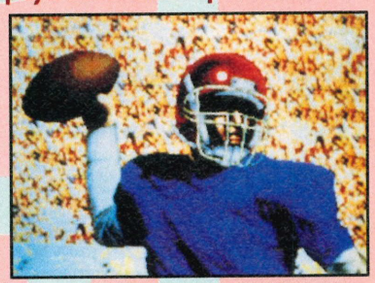
TECMO SUPER BOWL 2

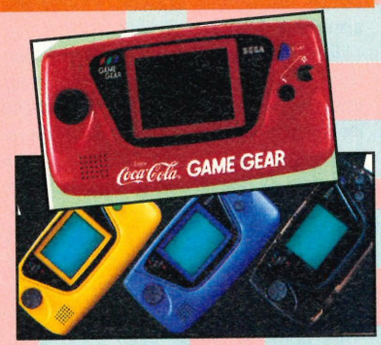
This November Tecmo of Japan will be launching the American football simulation, *Tecmo Super Bowl 2*. The NFL licence will mean all the official names and teams are included. There will be a new feature in this too – an 'auto schedule function'. This makes changes to the match cards each year according to the previous year's results.

Tecmo Super Bowl 2 has 128 patterns of offensive play and newly added defence formations. There is also a new 'Trade Mode' which enables you to trade players and edit data. It helps to make this more of a managerial game of American football, and should prove to be a key option for avid NFL fans.



***Tecmo Super Bowl 2* promises to be the most realistic gridiron sim yet, with player trades and complex tactics.**





COKE GEAR

In conjunction with the release of *Coca Cola Kid* , the huge GG title in Japan, Coca Cola and Sega have got together to hold a joint summer campaign. Drink Coca Cola and obtain a red GG! This is the first time advertising has been splashed over consoles! There will be other colours too.

POPEYE'S BEACH VOLLEY BALL

Ah, life's a beach – or it is when the sun is out, the sea is blue, the surf is up and the main attraction on the beach is volleyball! We have brought you a few details on this new GG title already in Jap News. Here is a brief description of the new bonus games available when each stage is cleared:

PUNCH

This is the punching machine where you must punch with power and good timing to collect various bonuses.

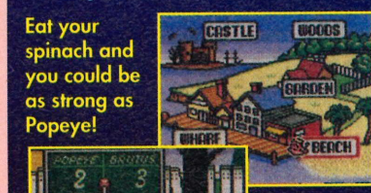
FLAG

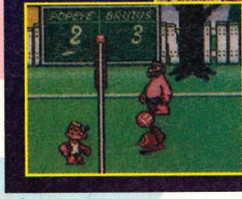
This is the hand flag game. Use the same-coloured flag as Olive.

HAMMER

Get the hammer down in good time and ring the bell above the pole.

Eat your spinach and you could be as strong as Popeye!





Bonus games abound in this wacky sports sim.

FISHING

In this sub-game, fishing, pull out the rod and reel quickly to catch as many fish as possible in the time available.

LIFT

A weightlifting contest! Eat your spinach by pressing the button quickly to lift the barbell.

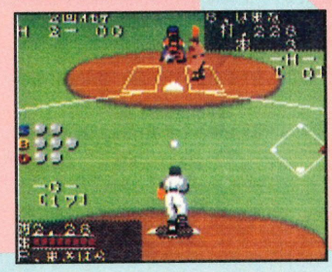
SLOT

The slot machines! Get the same three pictures to obtain bonus scores.

NIP BITS

● The new title *Dynamite Headdy* has produced an entertainment show in Japan called 'The World Of Headdy'. On Fuji TV, Saturdays at 6.30pm there is a clay animation puppet show featuring Headdy. Special care was taken with the computer graphics and editing when the clay puppets were made so the show would become a strong advertising campaign for the game itself.

● There will be two soccer titles released for the Saturn – *J League* and *Victory Goal*. The latter will allow players to view realistic polygon graphics from several angles and make use of a zoom function. This will mean a choice of seeing the whole pitch on one screen or going close up on the action as if you were on the field yourself.



Time to play ball on your Game Gear – can you make it to fourth base?

PRO BASE-BALL GG LEAGUE '94

This is due for release in Japan on September 30 and features a two-player mode and a choice of views. As you play baseball you can switch the viewpoint from the pitcher's to the catcher's side or vice versa. We've not really seen much baseball on the GG, but this certainly looks promising. Baseball fans should look out for a full review soon!



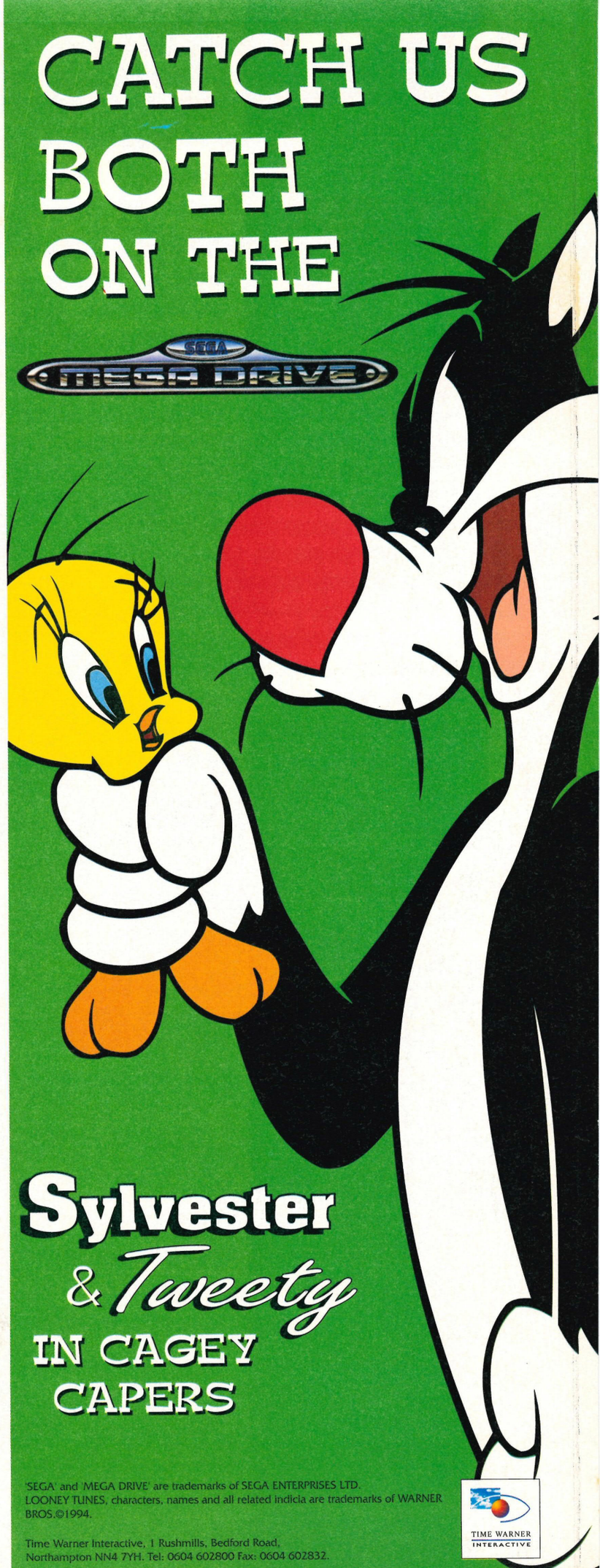
. . . CHARTS

1	NE	SUPER STREET FIGHTER II
2	NE	RAGNACENTY
3	1	SONIC 3
4	NE	THE LEGEND OF THE HUNGRY WOLF
5	NE	MORTAL KOMBAT (CD)
6	3	THE ALCHEMIST'S STORY II
7	8	TANTOARLU (GG)
8	2	THE WAR RECORD OF RHODES (CD)
9	NE	ROAD MONARCH
10	–	YU YU HAKUSHYO

SATURN LINE-UP

Here we have an official list of titles due for release on the Sega Saturn. The machine is expected to hit the streets in Japan next Spring as Software companies announce the titles they have in the 32-bit pipeline. Note there are a few titles we've yet to receive details on, but the list below is the most comprehensive we've seen to date.

Game name	Type	Company
3D Race Car	Sports Racer	Bell
4D Boxing	Sports Boxing	Victor Ent
An arcade conversion	Action	Capcom
An arcade conversion	Fighting	Capcom
Battle Monsters	Action	Sega
Bermuda Triangle	RPG	Asky
Blue Seed	RPG	Sega
Clockwork Knight	Action	Sega
Cotton 2	Shooting	Success
Cyber Race	Sports Racer	Sega
D-Game	Adventure	Media Ent
Daedalus	3D Shooting	Sega
Derby Stallion Saturn	Simulation	Asky
Doom 2	3D Shooting	Sega
Dream Gallery	Adventure	Media Ent
Dynamic Fantasy	Action	Sega
Ecco the Dolphin	Simulation	Sega
Fantasy Earth	RPG	Sega
Fantasy Labyrinth	Adventure	Media Ent
Fine Pro Wrestling	Sports	Human
Gale Racer	Sports Racer	Sega
Genuine Dreaming Mansion	Adventure	Sega
Greatest Nine	Baseball	Sega
Hard Core	Simulation	Virgin
Heavily-armed Soldier	Lanos 2	Nippon
Hyper Derby	Simulation	CSK
Ice Hockey	Sports	Sega
Legload Saga	RPG	Sega
Lukuso Casino	Others	Sega
Magic Knight Lay Earth	RPG	Sega
Masters	Sports Golf	Sega
MUSASHI	Shooting	Bell
Overdrive		Tengen
Pebble Beach Waves	Sports Golf	Sega
Penzer Dragoon	3D Shooting	Sega
Quo Vadis	Simulation	Asky
Race Drivin'	Sports Racer	Tengen
RAMPO	Adventure	Sega
Sangokushi IV	Simulation	Koei
Shinobi Ex	Action	Sega
Sim City 2000	Simulation	Sega
Soccer	Sports	EA
Space Simulation Type	Simulation	Taito
Starcade	Other	Sega
Super 301 SQ	Simulation	Nippon
The Chinese Detective	Adventure	Sega
Tom Cat Alley Saturn	Shooting	Sega
Untitled game	Fighting	Taito
US Drag Champ	Sports Racer	Nippon
Victory Goal	Sports Soccer	Sega
Virtua Fighter	Action	Sega
Virtua GP	Sports Racer	Atlas
Virtua Hang-On	Sports Racer	Sega
Virtua Racing Saturn	Sports Racer	Sega
Virtua Tennis	Sports	Sega



FEATURE

SATURN MEGA 32

Using his irresistible charm, drop-dead gorgeous looks and a cheeky attitude to blag his way into the greatest preview screening ever, Jason Johnson reports on the latest Saturn and Mega Drive 32 software...

SEGA PRO INVESTIGATES

SATURN STUNNERS

Sega's 32-bit super-console isn't likely to appear officially in Europe until late 1995, when it'll cost around £400. It may seem pricey, but this powerful little beauty should boast a quad-speed CD drive, along with a full set of 32-bit SH2 RISC chips (as in Sega's new coin-ops) and plenty of RAM. Already a host of Saturn games are in development: here's a small selection to drool over...



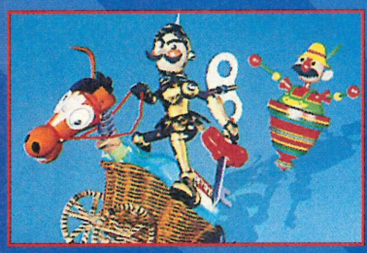
CHINESE DETECTIVE



Do detectives really spy on people, or drink coffee and smoke tabs all day?

CLOCKWORK KNIGHT

Surprisingly we haven't seen much of Sonic, or his more fashionable partner Knuckles, on the new systems. We have seen, however, a brief display of *Clockwork Knight*. Dutifully reported on almost since the first mention of Saturn hit the specialist press's ears, *CK* uses polygon graphics in its side-on perspective to give the feeling of three-dimensional depth. Expect some major platforming surprises.



Muffin the Mule and the conductor from Trumpton join forces for even crazier thrills in a platform adventure.

DAYTONA USA

Congratulations! You are now the proud owner of a Daytona race car. Well, not really but this is the closest most of us will ever get. So, what can we tell you about *Daytona USA*? Not much really apart from it's the most exhilarating racing game ever, it was developed by Sega's AM2 posse, and the original coin-op used Sega's latest Model 2 hardware. We are expecting great things from this most-anticipated title with a near perfect arcade conversion.



Expect an almost arcade-perfect conversion of this, the most wanted console racing game.

DEADLUS



A mid-space, futuristic scenario plans to play havoc with the senses in this 3-D blaster.

ECCO THE DOLPHIN

Need we introduce Ecco? The most loveable animal sprite ever is now heading for a debut on the Saturn. Having viewed what we believed to be a clip of the intro sequence, we can tell you here and now that it's amazing. Spiralling amid a 3-D underwater virtual world, how the translation onto the new machine is quite beyond comprehension. Imagine streaming into an underwater fantasy on the back of a dolphin, swimming past countless urchins and underwater life. Quite breathtaking and the best of the new wave.



A very rare glimpse at the intro sequence. Now, where's the tuna?

J LEAGUE AND VIRTUA SOCCER

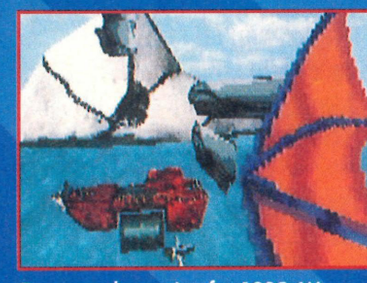
We're not 100% certain whether this screenshot is from the Saturn *J League Football*, or an alternative footy game (*Virtua Soccer*?) under development. Even so, we can reveal there will be a rendition of possibly the best football game ever



(in my opinion) using an army of polygon graphics and, probably, some of the finest gameplay and sprite animations ever seen. Oh, and there'll be another football game, *Virtua Soccer*, released much around the time of the console.

MYSTERY MANSION

Big things were expected from the Mega-CD version of *Mystery Mansion*. Despite gorgeous graphics and an atmosphere like no other on the CD-ROM add-on, it was way too easy. Improvements over the fledgling M-CD title are expected to include a far bigger gaming area (or mansion, if you prefer) and, most importantly, tougher puzzles.

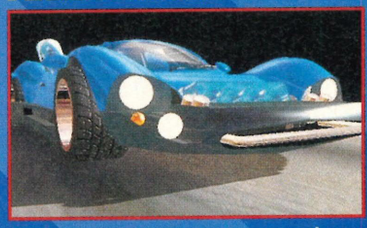


Fantasy adventuring for 1995. We can guarantee the gameplay is on a par with the graphics.

MEGA DRIVE 32 LINE-UP

Sega's Mega Drive 32 add-on is purported to appear on-shelf in time for the Christmas spending rush. Breathing new life into the old black box, the software information is very much under wraps, and creating all manner of rumour and scandal. We know which games to look for, but by heck finding them is a different story altogether. Anyway, despite ludicrous prohibition laws, SEGAPRO magazine, allegedly, managed to break into the top-secret development house, play all the games, take a few screenshots and leave without a trace. A day in the life, eh?

RACING GAME – TITLE TO BE ANNOUNCED



Prospective Saturn gamers can only drool over the graphics so far. You'll be even more impressed after playing this high-speed racer.

RAMPO



Is there no escaping full-motion video? All looks a bit serious at this point; gis a smile, nipper.

SHINOBI

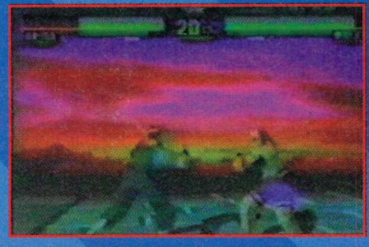


Hack and slash 'em action in the shape of Shinobi will grace the Saturn not long after the machine's release.

VIRTUA FIGHTER

We are all anticipating *Virtua Fighter* to be the definitive home console beat-'em-up. Early screenshots such as these show off the gripping polygon displays Saturn is capable of generating. After viewing an early running of the game, it confirmed the movements of the fighters are arcade perfect. Expect to find a few undisclosed surprises, including the bonus games, and (we hope) a hidden fighter or two.





METAL HEAD



Imagine zooming into the towering buildings to meet up with a gang of metallic warriors.

SHADOW OF ATLANTIS



Dreamy underwater sequences are a taster of what to expect from this Atlantean adventure. MD32 CD only.

BULLET FIGHTER



High-speed chases and a thumping assortment of bad dudes waiting to be wasted.

DOOM

Ever played *Doom*? No? Where have you been? This is the most fun you can have on a computer game and the PC's multi-player link made it completely unmissable. Now, as you will have read last month, we can spill the beans on the Mega Drive 32 version. Although we haven't had the pleasure of a full viewing, we thought you may enjoy a sneak look at an early screenshot. More news as soon as possible, I guess.

STAR WARS – THE ARCADE GAME

Updating the original arcade coin-op to fit into the '90s generation, Sega Amusements recently unveiled *Star Wars*. Incorporating a two-player interface whereby one player controls the X-Wing's flight path while the other takes charge of the laser guns, it's a top-notch 3-D blast-'em-up. This is sure to be one of the MD32's most wanted.

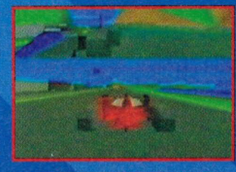




(Left) The smoothness of these polygon-generated TIE Fighters is unbelievable as theyzip around the screen.

VIRTUA RACING DELUXE

Possibly the most hyped, and overpriced, video game of last year was DSP-chipped *Virtua Racing*. Now, after all the fuss and malarky over whether the Mega Drive 32 or Saturn was to host the deluxe version, we have the latest work-in-progress screenshots. Three cars and a wider choice of tracks should make it an instant hit. Let's hope the price tag is more reasonable.





A demonstration of early work-in-progress action.

TWO FOR THE PRICE OF ONE!

WITH OUR PLAYABLE CD DEMO OF BATTLECORPS AND SOULSTAR!



MEGA POWER OUT NOW!

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If you missed out on the previous Mega Power CD cover demos, here's your chance to order them for the very special price of £3.95 each. This includes postage and packing (even for overseas customers). Order now while stocks last!

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- ☐ DISC 4: BATTLECORPS
- ☐ DISC 5: SENSIBLE SOCCER
- ☐ DISC 6: FIFA INTERNATIONAL SOCCER

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DISC 1: THUNDERHAWK DEMO

Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!



DISC 2: PSYGNOSIS DEMO

Enjoy three great Psygnosis games on the one disc. See a rolling demo of Microcosm. Chase wabbits galore in the playable demo of the hilarious Wiz 'n' Liz. And, finally, play the first level of the cartoon arcade adventure Puggsy.



DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. A graphical masterpiece with great action and superb sound effects.



DISC 4: BATTLECORPS DEMO

Play the whole huge first level of Core's stonking 3-D shoot-'em-up. Strap yourself into your Walker and stride through battlefield mayhem as you're attacked by robotic enemies from all sides. Enjoy the funky soundtrack as you blast them to bits in spectacular explosions.



DISC 5: SENSIBLE SOCCER DEMO

Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!



DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!

W.I.P.

MEGA DRIVE

POWER

Slide behind the wheel, turn on the engine and wait with baited breath for the green light to signal go — yep, driving never felt this good before! To prepare for US Gold's latest offering Chris Marke donned his oily overalls, travelled to deepest, darkest Wales and spent a day at The Forest Experience Rally School. The only question is — can the game live up to the wheel-spinning exhilaration of the real thing?



Before US Gold presented their latest production, *Powerdrive*, they took a calculated gamble. This involved sending me to Carno, a small backwater in deepest, darkest Wales, which plays host to the ultimate rally driving school, The Forest Experience.

Now, putting me behind the wheel of someone else's car, asking me to drive around small dirt tracks at top speed and perform all manner of reckless tricks, such as power slides and hand brake turns, is a big enough risk in itself! However, the real gamble was letting me do all this before I played their rally sim. After all, you have to be pretty confident in your product to claim a game is realistic, action-packed and above all fun and then let people do the real thing before playing it.

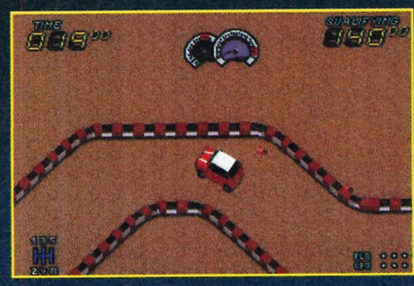
The icy tracks are some of the toughest to negotiate, so expect to do plenty of wheel-spins!

In the novice mode there will be directional arrows to help you pre-judge the tightness of the corners.

This is the bonus training round. The idea is to take your car around a controlled course, practising all the different manoeuvres. It's also a chance to kill some cones!



(Left) The display on the screen shows all the different gauges for your car's performance and which gear you're in.



(Above) Tight hair-pins like this are a good place to try out those pendulum swings!



US Gold were sure the game would come up trumps and, while the rally school is an unforgettable experience, their confidence seems to be well founded. As Stuart Hibbert, the Producer for *Powerdrive* explained; "We particularly wanted to ensure that the cars handle realistically so we took the programmers to a rally school for the day to allow them to experience the real thing."

When you play the game it's easy to see why the rally training was so important. The programmers, Rage Software, have concentrated on making the movement of the car around the

(Above) The animation on the cars is exact down to the finest details. This isn't immediately obvious, but it makes for extremely slick gameplay.



Hmm, going down a steep slope on an icy road, at top speed, in a high performance car — definitely my idea of fun!

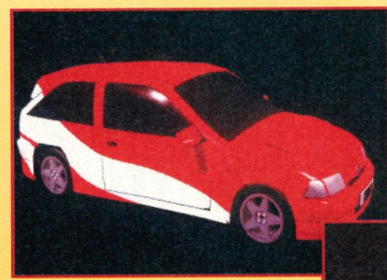
BEHIND THE WHEEL

There are six different rally equipped cars to drive, split into three groups. Each of the vehicles handles in a slightly different manner, which means you must adapt your style for changes in their cornering and road holding abilities.

You begin in Group N, the low powered, non-modified cars, such as the Mini Cooper and the Fiat Cinquecento. These cars are fine on the early tracks, but as the game progresses it's a good idea to upgrade to a Group 2 car. The Vauxhall Astra GTE and Renault Clio belong in this class, which consists of modified road vehicles.

The final upgrade allows you to drive one of the really souped up Group 1 cars, which are full specification rally vehicles. The choice is between an Escort RS Cosworth and a Toyota Celica. Belive me, whichever you choose they both move like something smelly off a shovel!

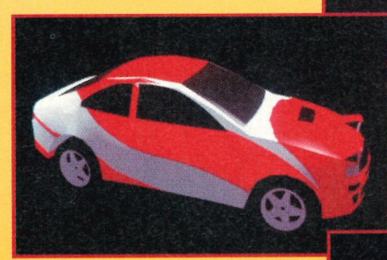
To upgrade your car you need to generate the required finances during competition. This money must also cover the cost of repairs to your vehicle, caused during a race. The cost varies, with Group 1 cars obviously being the most expensive to maintain, as well as the most difficult to handle.



(Left) This is the Vauxhall Astra GTE. A Group 2 car that moves with plenty of speed and panache.



(Right) The Fiat Cinquecento is the other low-powered Group N car. A smooth drive, it's a good car to start the game with.



Top of the range and a tricky beast to handle, the Toyota Celica is a Group 1, full specification rally car.



(Right) The Renault Clio is a step up to the Group 2 cars. Modified road vehicles, they are a good buy when you have the cash.



(Left) An Escort RS Cosworth is a car for the experts. It will take you some time to reach this level in the game.

(Below) The Mini Cooper may not be the fastest car on offer, but its tight road-holding is ideal for novices.



DRIVE

W.I.P.

MEGA DRIVE

POWERDRIVE



A sharp bend like this is an ideal place to try out a hand-brake turn. Perform this correctly to shave seconds off your time.

track look and feel as realistic as possible. This means the player must take into account the same rules of driving as a professional rally driver.

Over-steer on a corner and the back end flies out, accelerate out of a sharp spin and the car fishtails across the track. In this way the game presents the player with all the problems experienced when driving the real thing, without of course the risk of breaking your neck!

The game is based loosely around the rally championships. However, as well as the traditional timed special stages, there will also be skill tests and rally cross competitions to participate in. There are over 50 different courses across eight locations throughout the world, including places as diverse as Monte Carlo, Kenya and Australia.

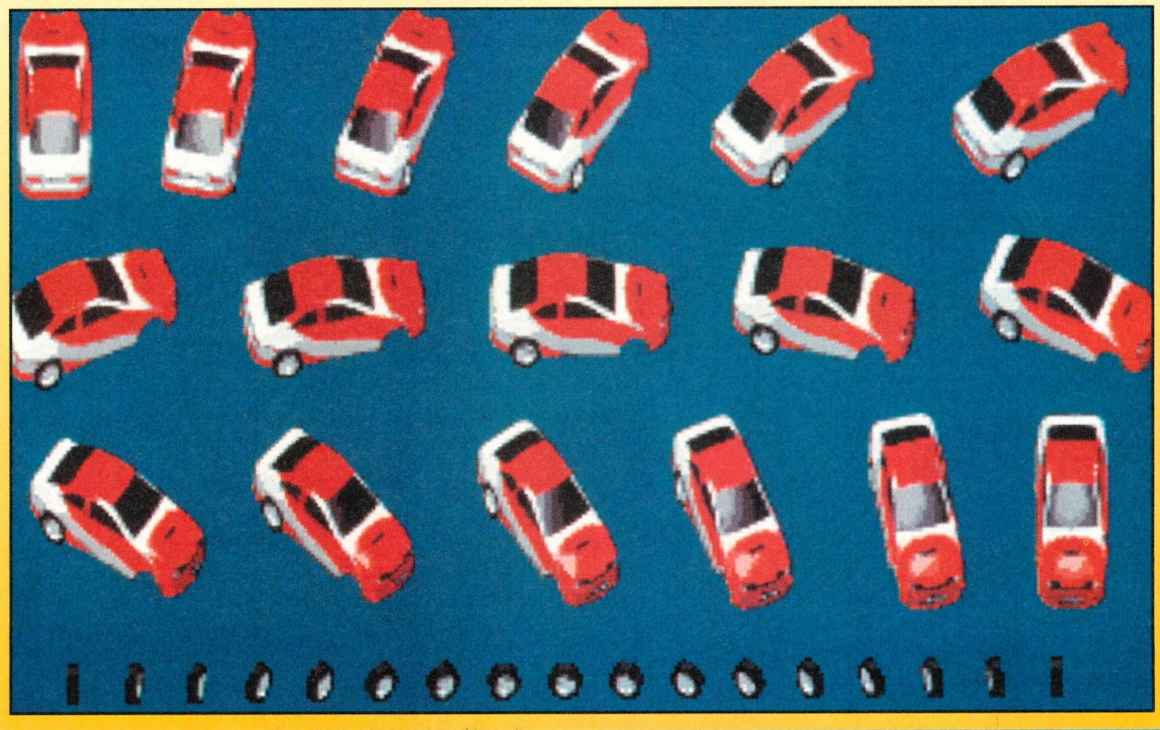
Add to this a choice of cars ranging from the low end Mini Cooper to the high performance Escort RS Cosworth and you can begin to see attention to detail in every aspect of the game. We'll bring you our official verdict on the game soon, but, at the moment, *Powerdrive* looks to be a winner, successfully combining realism and high-octane arcade action in equal doses. SP

(Left) This scene was actually taken at The Forest Experience Rally School. Interesting bit of trivia, eh fact fans!

ATTENTION TO DETAIL!

The programmers pulled out all the stops in the attempt to create the ultimate experience. Each car was modelled using 3D studio, utilising up to 36, 000 polygons, which meant no detail was spared. Everything from the design of the door handles to the specifications of the windscreen wipers was correct to the finest degree.

This was vital to guarantee the co-operation of the manufacturers of the different models of car, but it was also part of the big push for realism. Along with this a library of over 7000 sound effect samples was used to create the authentic noises of the big race.

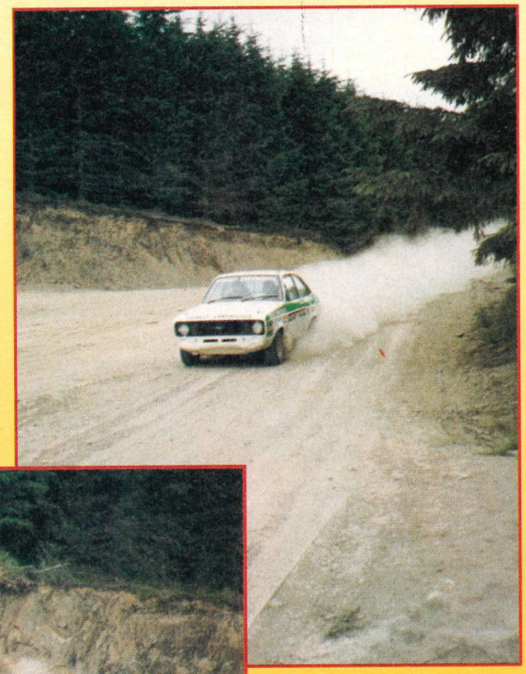


THE REAL THING

To prepare me for the thrill and spills of the Mega Drive simulation US Gold kindly asked me if I'd like to try the real thing — with some trepidation I agreed. This meant a long haul to The Forest Experience Rally School in Carno, Powys, Wales. A small village with one pub, remember the Slaughtered Lamb in *An American Werewolf In London*, Carno seemed to be little more than a breeding ground for the Bodysnatchers!

However, tucked away in the hills behind Carno was the rally school, run by professional rally drivers. I spent a day learning the fundamental techniques of rallying and, while this was an exciting day out, it was also an ideal taster for the game.

By taking the course I realised how close to the real thing the guys at Rage had managed to make the game. *Powerdrive* is the classic example of a well researched product, looking and feeling like the real thing. The only thing missing is the trouser-wetting excitement of driving a car at ridiculous speed towards a cliff face, before executing a hand brake turn. Now that's entertainment!





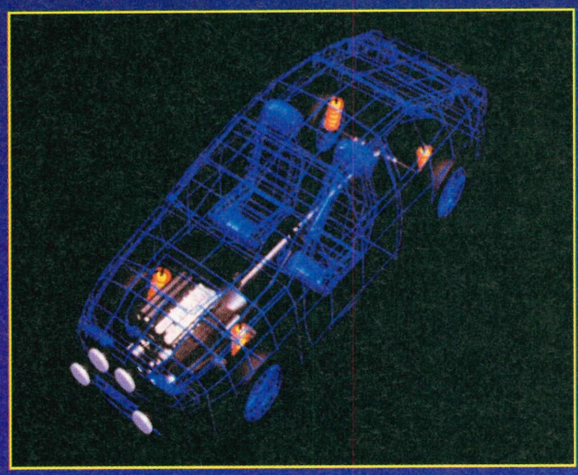
US GOLD
£TBA
OUT: NOV

POWER DRIVE

COMPLETION

1st IMPRESSIONS

US Gold have certainly done their homework on the competitive world of rallying and it looks to have paid off. The version I played may not have been the finished article, but that didn't detract from the superb action. It was fast, furious and most of all fun. My experience at the rally school was an added bonus when playing the game, allowing me to fully appreciate the authenticity of the gameplay. Rage have captured the road handling to perfection, making this an essential addition to any racing fans collection.



(Right) This 3-D model shows the kind of attention to detail apparent throughout the game's design. From this the small cars on the screen are created.

(Right) The car is programmed to right itself after a corner, so don't panic too much when the back-end starts fish-tailing!



(Right) The race is on against the computer controlled car. However, be warned, these guys have been designed to fight dirty and will stop at nothing to run you off the road — definitely not Sunday drivers!





(Above) We're in Sweden once again, battling against the snow and ice around the treacherous Forest tracks. This course contains the additional hazard of rocky roads, so you'll need to drive carefully to avoid wrecking the motor!

FEATURE

MEGA DRIVE

© Disney

We thought Sony were taking the Mickey when they said they could accurately reproduce Disney cartoons on the Mega Drive. But as Phil King discovered, there's no limit to the magic of Mickey Mouse...



After climbing his beanstalk, Mickey ends up in the giant's kingdom.

MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE

Disney SOFTWARE

He may be over 65 years of age, but Mickey Mouse isn't ready to collect his bus pass just yet. The diminutive megastar is still a firm favourite with children of all ages. He's the world's most recognisable character, raking in billions for the Disney corporation. Since his screen debut in short black-and-white cartoons, Mickey has starred in countless animated adventures including the feature-length Fantasia. He's a perennial attraction at the Disney theme parks, has his own worldwide fan club, and has had his unmistakable face printed on millions of items of merchandise. There are even special Disney dollars with Mickey's head on them – an accepted currency in the States!

But just how did such a softly spoken mouse get to be so big? Well, this is what his new game *Mickey Mania* aims to reveal. A collaboration between Sony Imagesoft and Disney Software, it tells the life story of Mickey, from his humble black-and-white beginnings to his present-day international superstardom. It does this by taking the player on a journey through seven of Mickey's most memorable cartoons – comprising six multi-stage levels and a bonus game.

MICKEY MILESTONES

Each cartoon represents a significant point in his career, such as his debut, the first time he was colourised, Pluto's first appearance, and Mickey's first speaking role. These are all portrayed in the correct period style, so you get to see exactly how Mickey has changed throughout the years. For instance, his debut Steamboat Willie (level one) features grainy black-and-white graphics and primitive-looking characters – there's even a rat-like Mickey driving the steamboat. As you progress through the game, you reach more modern and sophisticat-

SONY IMAGESOFT

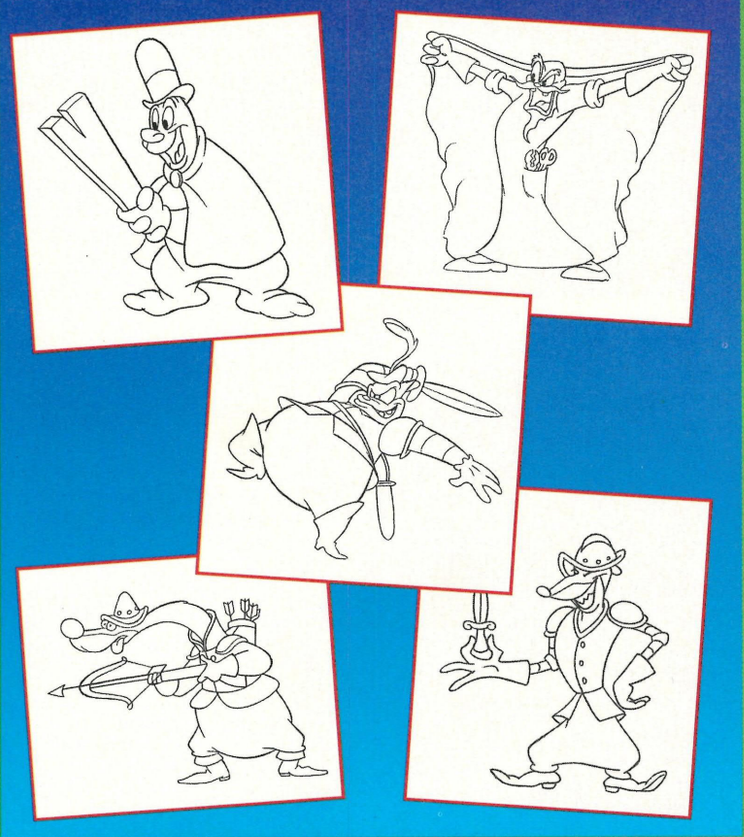
THE ART OF ANIMATION

All the sprites in *Mickey Mania* use animation frames created specially for the game by Disney in the US. Drawn by Disney animators using traditional methods, the frames were then scanned into a PC and sent via modem daily to programming team Travellers Tales, followed by the original paper sketches a couple of days later. The latter were to help the artists at Travellers Tales to clean up the computer scans to create completely accurate and perfectly smooth animations.

In total, no less than 1,440 frames of animation were created this way – including 350 for Mickey himself, who has a huge range of expressions and movements. Due to the obvious memory restrictions, not all of these have been used in the Mega Drive game, but complex compression techniques enabled a huge amount of graphics data to be packed into the 16Mbit cart.

This includes beautifully painted backdrops for all seven cartoons - which, as they're taken from various periods in Mickey's history, use vastly different styles. Again, for total authenticity Disney sent Travellers Tales the complete set of cartoons on video and LaserDisc.

The result of all this hard work is a startlingly authentic emulation of Mickey's cartoons on the video-game screen, with incredibly smooth and varied animation of all your favourite Disney characters.



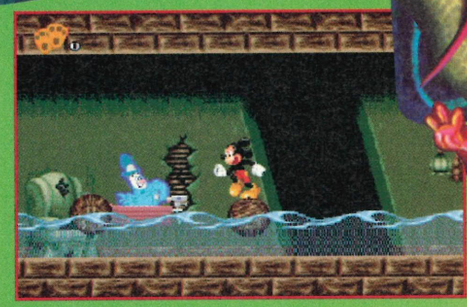
ed cartoons, culminating in the gorgeous water-colour backdrops in the Prince And The Pauper.

The authenticity of the various animation styles has been assured by the close collaboration with Disney. They've been sending thousands of specially created animation frames to the *Mickey Mania* programming team, Travellers Tales, as well as constantly checking on the overall development of the game.

As well as being dramatically dif-



As he leaps into the air, Mickey throws a previously collected marble at the nasty old crow.



In the haunted house, Mickey rolls across the flood-water on a barrel.



Mickey comes up against some classic balls on chains in the black and white first level/cartoon.

TRAVELLERS TALES

The British programming team behind *Mickey Mania* is Travellers Tales. Based in the Lancashire seaside resort of Southport, this is the three-year-old partnership of programmer John Burton and graphic artist Andy Ingram. They also employ half a dozen other programmers and artists on a freelance basis.

Known previously for their work on Mega Drive games such as *Puggsy* and *Leander*, *Mickey Mania* is their most ambitious project to date. They've been working on it for nine months now, creating versions for the Mega Drive, Mega-CD and SNES. This has involved considerable collaboration with Disney Software in the US, who have kept in touch every day via phone, fax and modem. As with previous Disney projects, every tiny detail in the game has had to be approved by the mighty American corporation.



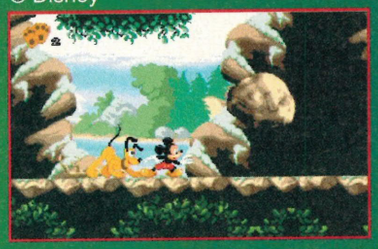


With the Mega Drive version now complete, and the Mega-CD one currently being bolted together, Travellers Tales can take a well-earned breather before embarking on a couple of secret new projects.

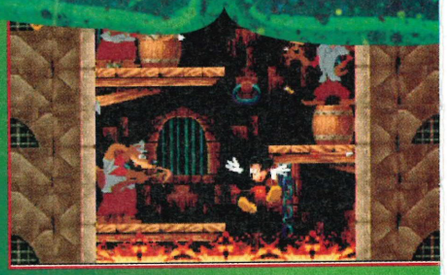
The full *Mickey Mania* team is as follows...

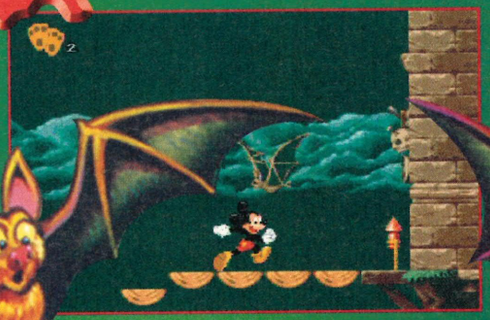
Andy Ingram	main graphic artist
Jon Burton	Mega Drive programmer
Bev Bush	sprites and backdrops (formerly of Cosgrove Hall where she worked on the cartoon Danger Mouse)
Dave Burton	Mickey sprites
James Cumlass	other sprites
Linda Smith	other sprites
Dave Dootson	Mega-CD programmer
Chris Danforth	SNES programmer

© Disney



ferent graphically, the levels also utilise three vastly different gameplay engines. A 3-D rotating view is used for a couple of stages as Mickey runs around a cylindrical tower. Then there's a neat stage where Mickey runs out of the screen – a unique gaming view.





Striding across a collapsing bridge, Mickey prepares to enter the mad doctor's castle.

JUMP TO IT

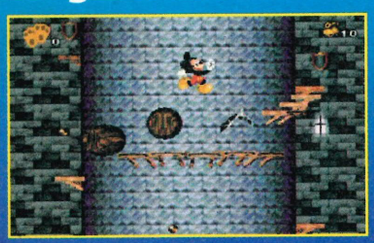
Most of the game's 24 stages, however, use a standard side-on technique for classic platform action. Mickey gets up to all sorts of antics, such as bouncing onto baddies' bonces, swinging on ropes, riding trolleys and rowing rafts. Various items can be found to help Mickey on his travels, including marbles which he throws at his attackers. Some hazards, such as acid pits, mean instant death; while colliding with others reduces Mickey's energy – shown by fingers of his hand in the top-left corner. No passwords are offered during the game, but you are given continues and restart points – these are reduced if you choose a harder skill level.

The further you get in the game, the more intricate the platform puzzles become. Every level has several varied stages and a resident big baddie to beat, such as the psychotic scientist in The Mad Doctor – who you have to defeat to rescue Pluto. There's also the task of freeing all the historical Mickeys from their cartoons!

Combining Sony's game design expertise with Disney's legendary story-telling and animation artistry, *Mickey Mania* is a very-polished package and undoubtedly another highlight of Mickey's epic career. Following in the footsteps of other Disney games such as *Aladdin* and *The Jungle Book*, it looks all set to be another animated blockbuster when it's released on Mega Drive (16Mbit cart) and Mega-CD this November. SP

3-D MANIA

As well as standard side-on platform action, the game uses two different 3-D styles for some of its stages...

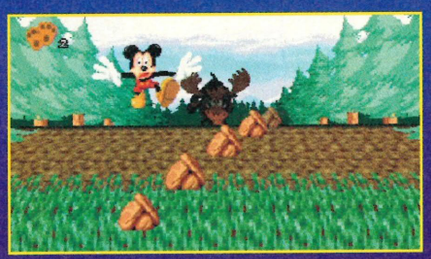


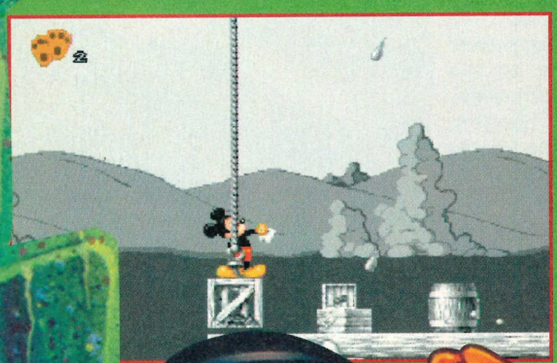
Round The Tower

In two spectacular scenes, Mickey races around and down a 3-D cylindrical tower. There are bats and other hazards to contend with while he tries to avoid falling through holes in the spiral staircase. Ray-traced 3-D frames were created on a Silicon Graphics workstation, then turned into sprites for animation. This has resulted in incredibly smooth rotation of the tower.

Moose Chase

This scene uses an innovative 3-D perspective with Mickey running out of the screen as he's chased by a moose. Mickey has to avoid and jump the obstacles in the foreground to stay ahead. Again the rendered graphics were created on a Silicon Graphics workstation, with objects such as trees scaling down in size as they zoom into the distance.





Our brave little mouse uses a rope to swing over these spitting fires.





On the ginat's table, Mickey has to negotiate oversize cutlery and crockery.

CARTOON CAPERS

The game's levels take you through a chronological selection of Mickey's cartoons, from his monochrome debut to his latest screen appearance...



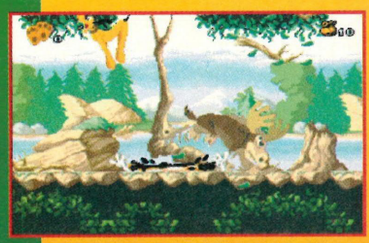
Steamboat Willie (1928)

The famous debut of Mickey Mouse, or rather Mortimer (as he was known then), features black-and-white scenery and primitive-looking characters. In the game, subtle colour is gradually added as you progress through the level.

Mad Doctor (1933)

Mickey explores a Frankenstein-style science lab to rescue his dog Pluto – for whom this was a first screen appearance. This involves using ropes to swing over fires, and riding on trolleys to get past lethal acid pits.





Moose Hunter (1937)

Mickey and Pluto decide to go on a moose hunt, but of course it turns out to be a complete fiasco! This level has you avoiding falling branches and boulders, and culminates in the 3-D section with the moose chasing Mickey.

The Lonesome Ghosts (1937)

Again co-starring Pluto, this cartoon has Mickey exploring a haunted house. In the game, a clever torchlight effect is used to enhance the spooky atmosphere as Mickey runs from the ghosts which appear out of thin air.





Fun And Fancy Free (1947)

Also known as 'Mickey And The Beanstalk', this has the little mouse climbing up through the clouds to the giant's kingdom. Here Mickey finds a giant table where he must scramble over huge salt pots, cutlery and the like.

Prince And The Pauper (1990)

Mickey's latest screen escapade is a remake of the classic story where a prince swaps places with a peasant. Here Mickey explores a vast castle, avoiding guards' crossbows and swords as he looks for arch-enemy Pete.





The Band Concert (1935)

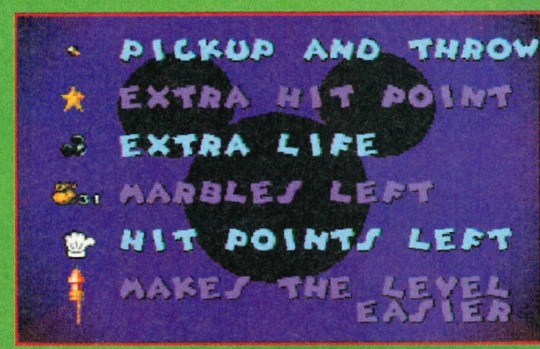
This cartoon classic has Mickey's band about to play a concert, when all of a sudden they're sent spinning into the air by a huge tornado. This is the bonus level, where Mickey must jump upwards on the moving crates.



These excellently animated skeletons leap down from above in the mad doctor's lab.



Mickey joins his dog Pluto on a raft to negotiate a murky underground waterway.

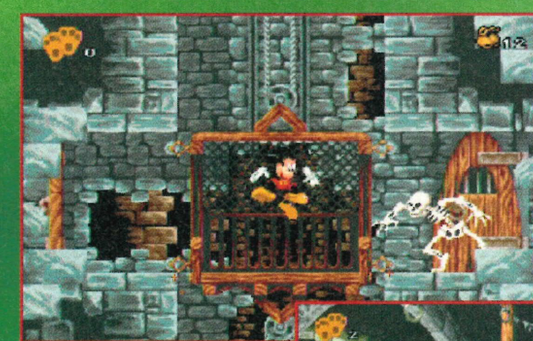


The useful items and icons are explained.

SQUEAKY-CLEAN SOUND

Complementing the animated action perfectly is a range of tunes to suit each different cartoon style. The music was composed by Krisalis and recorded at Swallow Studios. For the cartridge version it was then coded by veteran music-man Matt Furniss.

Voices for the characters were recorded at Disney by the real actor who does Mickey's squeaky speech. Snippets of this were sampled for the Mega Drive game, but the whole lot will be used for the Mega-CD version – along with the original digitally recorded music.



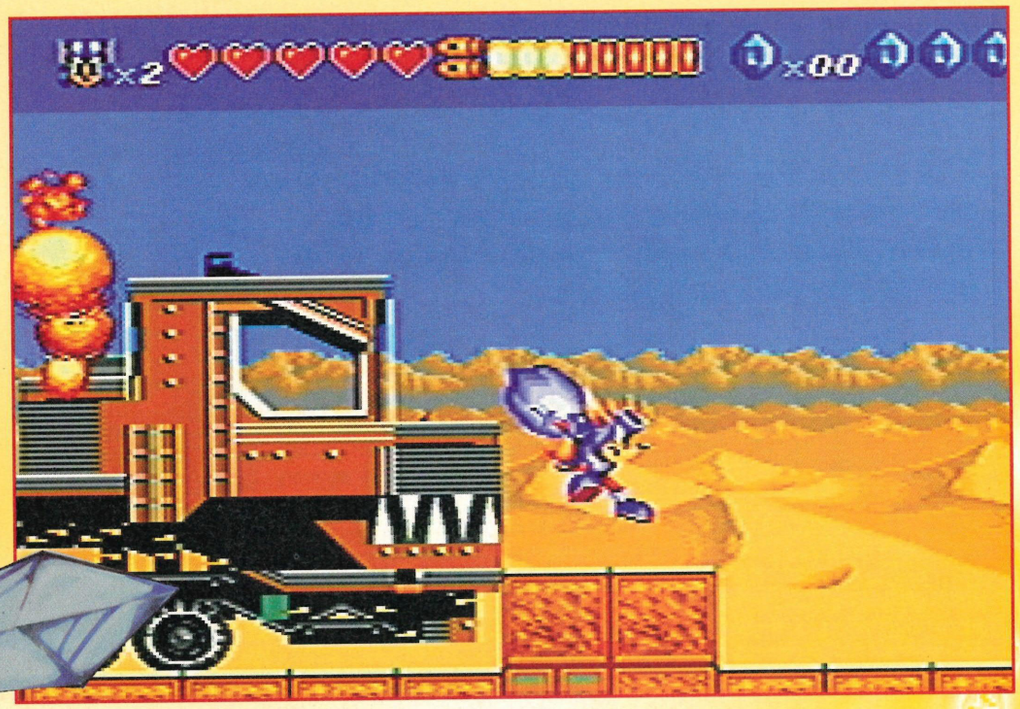
Mickey takes a ride in a rickety old lift. Watch out for the skeletons.



The little guy's not off his trolley – he has to ride it and duck under hazards.

PREVIEW

MEGA DRIVE

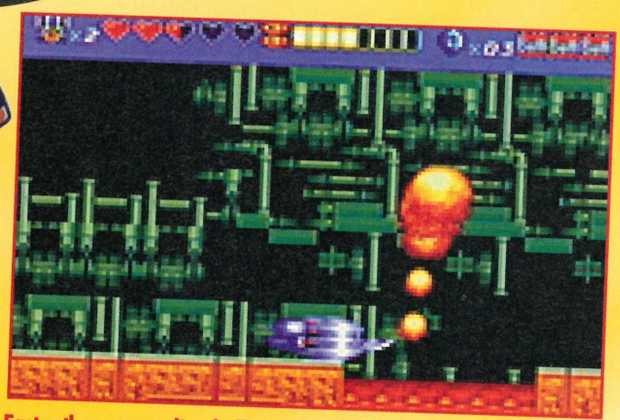


(Right) That vicious looking engine appears to have some kind of grudge against poor old Sparkster!



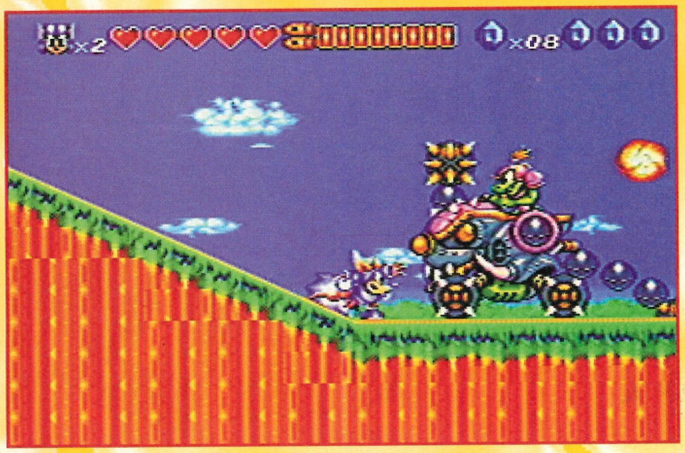
Chris strapped on a rocket pack, bravely ignored his flight sickness and roared off to check Konami's latest project out!

SPARK

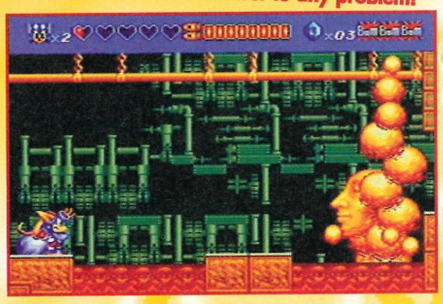




Faster than a speeding bullet, more agile than a limbo dancer and tougher than old boots, Sparkster has the answer to any problem!



This is the second boss you come up against and he ain't very happy!



That'll teach this bad guy to have the hottest Chicken Vindaloo in the house!

Sparkster first blasted his way to the top of the charts in *Rocket Knight Adventures*, released in October 1993. The game was a big hit for Konami and propelled our furry friend into the ranks of Mega Drive celebrities. Now, a year later, he's back to take on his deadliest mission yet – yep, an opossum's life is never easy!

In the original game Sparky took on the might of the Devotnidos Empire in a desperate battle to save the fair Princess Shelly and defeat the evil Pig Star Battle Station. As we all know (well any of us who completed the game anyway!), the Pig Star was destroyed at the end of the game and peace was restored to the universe.

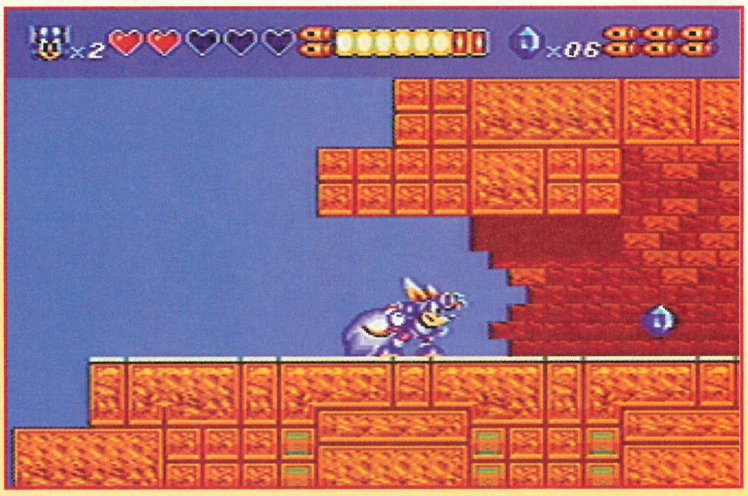
Now, Sparky's well-earned break has been disrupted by a civil war in Elhorn caused by the remnants of the Devotnidos Army. This is where the sequel kicks off, but to make matters worse the King of Gedol, a black-magic-worshipping nation, has placed a price on Sparkster's head. Sparky's only hope is to destroy the whole Gedol army, before they get him!

Sparkster is a single-player game which takes place over eight huge stages. At the end of each stage you

ALL IN A GAME

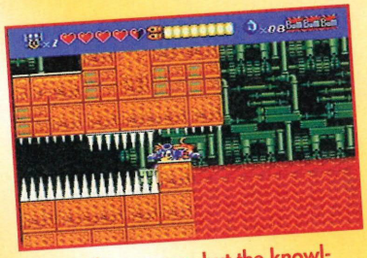
Once again Konami have managed to squeeze an awesome amount of gameplay into an 8 Meg cart. The game boasts eight huge levels with 13 completely different background graphic sets, all of which looks like proving to be a huge challenge for all you Sparky fans out there!

"I spy with my little eye a tasty looking gem." When he gets bored Sparkster always enjoys the simple games his Gran taught him as a youngster!

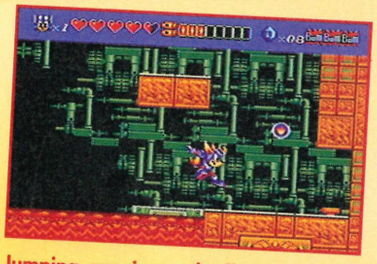




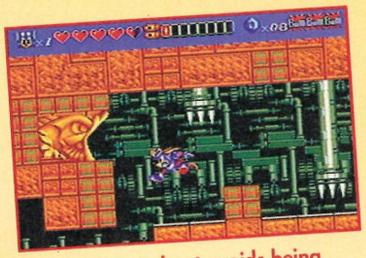
There's nothing like a bit of rocket-powered platform action, is there?



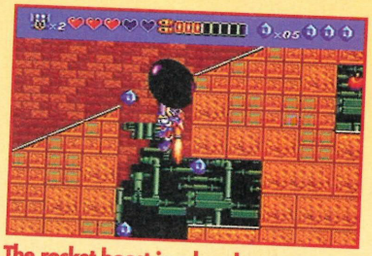
It's a tight squeeze, but the knowledge there's a big, bad boss around the corner drives Sparkster on.



Jumping, running and rolling about all day ain't easy you know. You try being the saviour of the world some time!



Sparkster just about avoids being impaled on the evil-looking spikes descending from the ceiling.



The rocket boost is a handy way to get past even the toughest of obstacles blocking your way.

STER

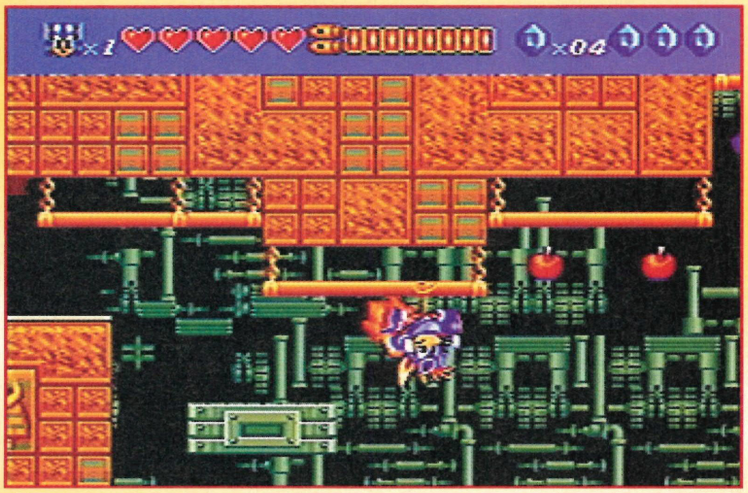
face an awesome boss, who must be defeated before you can move on to the next stage. These bosses are massive, boasting impressive animation and a wide range of extremely powerful weaponry.

As with the rest of the game, the battles with these guys are conducted at top speed, with no time to sit back and relax. Reactions are the name of the game and they need to be instantaneous if you're going to survive for long. With only three lives per game our hero's mission is never going to be easy!

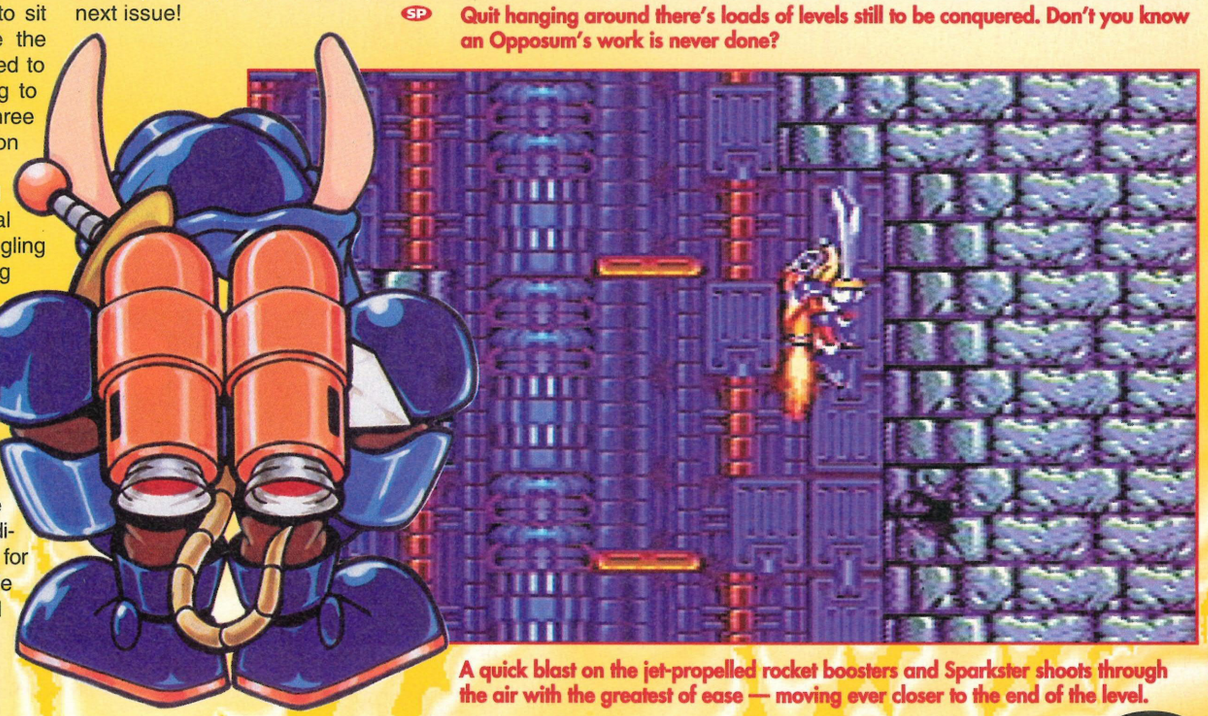
Sparkster boasts all his old moves from the original *Adventures*, such as the dangling attack, which allows you to hang by Sparky's tail from any overhead object while slashing at the baddies with your sword. He also has a new special move, the Super Spinning Attack, which is a sure-fire way to take out even the most pesky of adversaries.

To add to the excitement the final version should see the addition of a number of vehicles for Sparky to ride. These could include a strange, ostrich-like robot-bird called Stampey-Do and a Powered Gear Rocket, which will boast an awesome attack mode.

The all-new adventures of Sparkster, the opossum with bite, is down for a November release, and we'll be providing more in-depth coverage next issue. If the final version can improve on what we've seen so far, this cart is destined for the top. Keep your eyes peeled next issue! SP



Quit hanging around there's loads of levels still to be conquered. Don't you know an Opposum's work is never done?



A quick blast on the jet-propelled rocket boosters and Sparkster shoots through the air with the greatest of ease — moving ever closer to the end of the level.

PREVIEW

MEGA DRIVE

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OUT: NOV

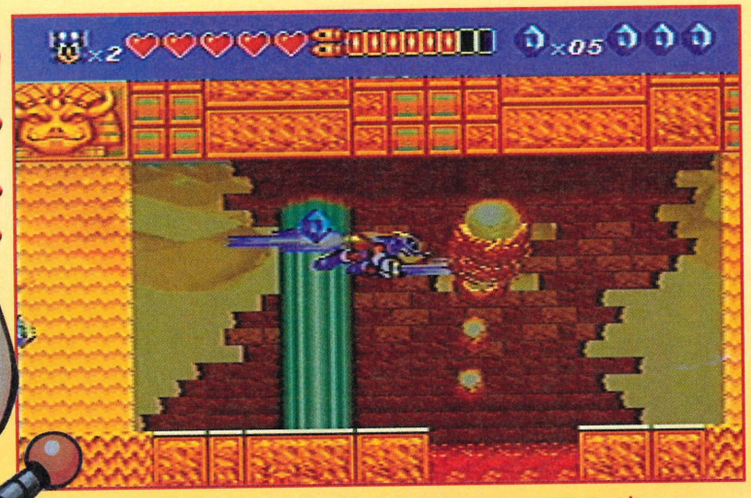
SPARKSTER

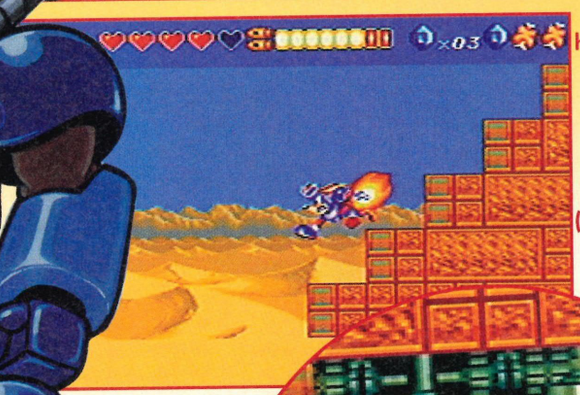
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COMPLETION

1st IMPRESSIONS

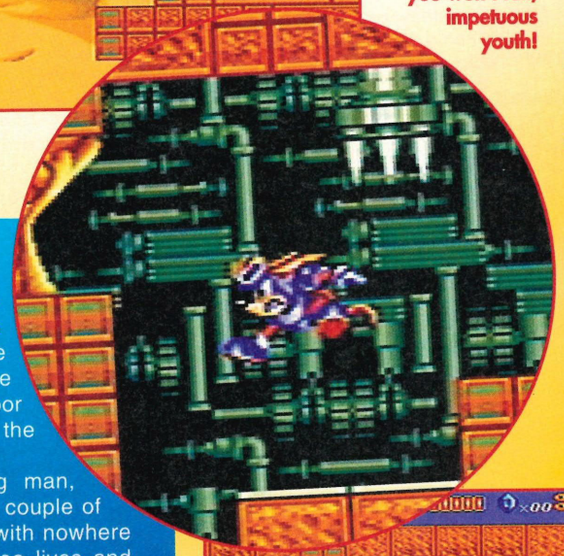
Sparkster is an engaging character, who's cute, cuddly and extremely well animated. These are all important features when creating a recognisable character, especially in a sequel. However, the most vital quality in any game is the strength of its playability – *Sparkster* looks to have come up trumps. Although it wasn't the final version, the game we saw was fast-paced, exciting and included some superbly animated end-of-level guardians. These sprites were huge and the indications so far are that the game deserves to be the same!

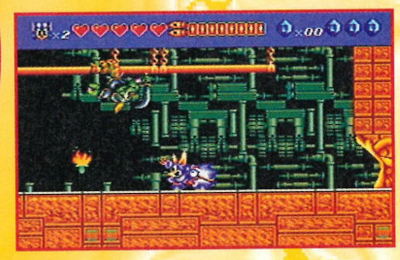


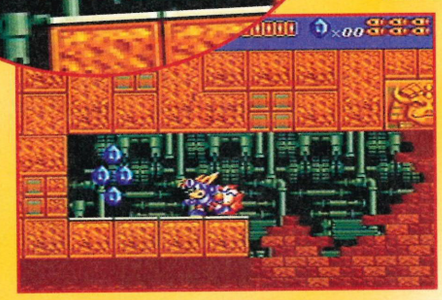


Sparkster can use his mighty weapon to get out of any kind of tricky situation. Now that's what I call using your initiative!

(Left) Take the steps one at a time and you won't fall, impetuous youth!

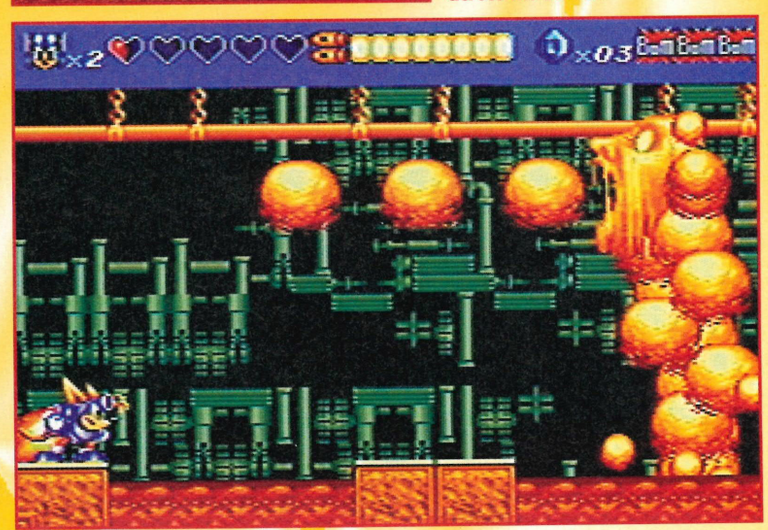






(Above) Sparkster's never say die attitude is a definite advantage when the odds are this bad! (Left) However, it all seems worthwhile when you get your hands on some more gems.

(Below) Once again this guardian loses his cool, hurling fireballs across the screen.



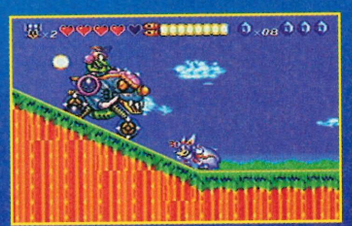
BIG, BAD BOSSES

One of the most impressive aspects of the game are the huge end-of-level bosses. As these shots illustrate, these guys dominate the whole screen when they enter the fray. In fact, the toughest part of the game is trying to manoeuvre poor old Sparky into the limited number of safe havens on the screen before he gets blasted!

The bosses range from a strange robo-running man, who'd give Linford Christie a run for his money, to a couple of enormous robot exoskeletons, who leave Sparkster with nowhere to run and definitely nowhere to hide. With just three lives and only a small energy gauge protecting each one, it sure ain't gonna be easy. These bosses don't look like the kind of guys who'll just roll over and beg for mercy!



Sometimes Sparkster uses his own giant robot to take on the bosses.



Keep the boss of the second level on the slope to stand a better chance.



Told you to keep him on the slope. Oh well, it's too late now!



This guy's got a severe case of halitosis — check out that breath!

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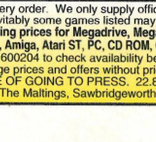
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PREVIEW

MEGA DRIVE

THE SECOND SAMURAI



The big, bad, snot monster explodes amid a flurry of cheers.

Assuming a distinctly oriental image, Jason Johnson clutches his Shuriken and bamboo shoots to face the Second Samurai.

Cast your mind back to the days of *Revenge Of The Ninja* and *Golden Axe*. Weren't they great? Value for money, challenging and, for their day, superbly presented. I for one still play *Revenge Of The Ninja* (that darn final level's a real teaser) and on hearing Psygnosis were converting the Amiga slasher *Second Samurai* to the black box, an air of promise infiltrated the office. Are we in for another challenging hack-and-slash game? Can I finally bury *Revenge Of The Ninja*? Or is it going to be another disappointing cash-in computer port on the rarely golden horizon?

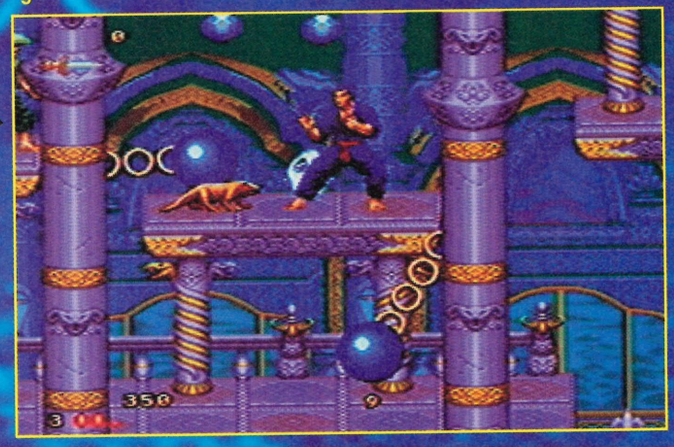


A picturesque screenshot depicting the glorious mayhem of level one.

Full credit must go to Psygnosis and everyone involved with *Second Samurai*. Sidestepping *The Chaos Engine* syndrome (practically an exact port from Amiga to Mega Drive), this is the business. Programmer Mev Dinc's overhaul includes a two-player option, equally challenging but redesigned gameplay and new spruced-up playing areas. Read 'All In The Game' for exact details.

Meanwhile, in case you're not clued up on *Second Samurai*, it's a platform hack-'em-up. In the main you, and optional team-mate, travel through dark worlds hacking and slashing anything that looks remotely dangerous. End- and mid-level bosses provide extra pressure, but with an engrossing puzzle element to conquer, this hot cart will trigger the senses into panic mode.

Mega-CD owners will be pleased to learn that a conversion especially for you is expected to be released much around the same time. Boasting nearly 40 minutes of CD-quality music and gameplay equal to the MD title, you can be sure SEGAPRO will be watching this November onslaught very closely. SP



Outrageous action drags you into the way of the Samurai and spits you out without a care. Be warned.

SAMURAI SPECIALS

You've read all about the icons and power-ups to be found in Second Samurai. Now feast your eyes upon them in glorious colour.


Destroy these to free souls.


Returns you to the start point.


Free all souls to pass this.


Screaming thunder.


Restart point.


Extra energy.


Sword & super slash.


Throwing knives.


Full energy.


Immunity spell.





A more revealing glance at the very first level. Don't you just love it?



Up, up and away as the intrepid ninja leaps up and down the rocky canyon.



Yet more variation as you embark on a dinosaur race across the dusty plains.

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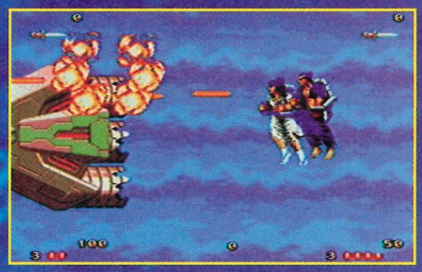
COMPLETION

1st IMPRESSIONS

Surprisingly impressed is the best I can produce for a definition on this preview version of *Second Samurai*. It looks, plays and feels extremely invitingly and despite a somewhat dated air about the walk-through hack-'em-up scenario, it works far better than endless platformer carts I've played over the last few months. The two-player mode where you can fight with or against a human player is a very enticing option which works better than beef in a burger.



Kick the greeny monster and make him fall to his knees and explode. Yaaaahh!



Mid-flight explosions of the totally cool genre, dude. What a blast.

ALL IN A GAME

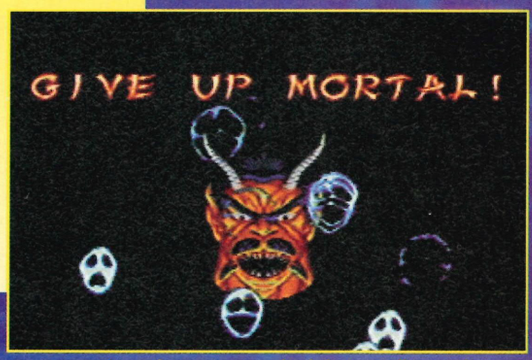
Second Samurai is packed with varied gameplay and special features. In addition to a seemingly endless entourage of colourful platform levels, a collection of ten power-ups are in the offing. Included is a wheelbarrow-full of souls, all of which must be saved before you can progress to the next area.

Once you've released the crying spirits, several bosses lurk in the parallax background. Often, testing mid-level battles confront you and your optional buddy – who can choose to cooperate with or compete against!

So, that's the gist of *Second Samurai*. Keep tuned to SEGAPRO for a full review.



Twice the fire-power is often far more effective, I think.



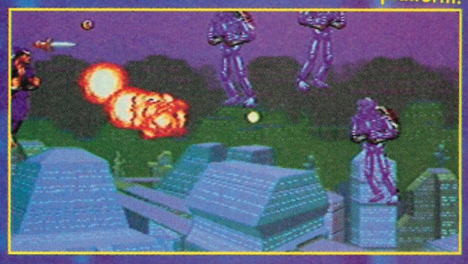
Is this the final boss? Can he be defeated in a month of Sundays? Who knows?

"Hey, this guy must think he's really tough!" says Butthead. "Cool, man", Beavis replies.





Towards the end of level one, and at various points throughout the game, you drop to a lower platform.



Even more sprites to deal with, but this time they're of the metal kind. Weird or what?

PREVIEW

MEGA DRIVE

MEGA

Vanishing into the sunset, Jason Johnson enters The Bermuda Triangle for a spot of sweaty-palm-inducing arcade action.

A mummy's tomb full of history surrounds the development of *Mega SWIV*, but most of it's so uninteresting that I'll not bore you, and so skip to the real nitty gritty. A vertically scrolling shoot-'em-up of mountain-like proportions (it's big, tough to reach the top and will get your heart racing), there's nothing to go swivel on (oo-er) except sheer hyper-souped arcade-style gameplay.

Mega SWIV is a welcome change from the graphically superior titles like *Microcosm* (yes, I know it was on the Mega-CD, it's just an example, OK?) and the *Thunderforce* series, alternatively taking us back to the days of *Aleste* and classic arcade blasters. This concept may or may not prove successful, but from first impressions *Mega SWIV* is full steam ahead.

A brave step from Time Warner Interactive, their latest 8Mbit showpiece will definitely stir a few memories in older gamers, but what does it have to offer to the demanding youth of the Nineties? Addictive gameplay, good music and a rehabilitation of the *Xenon 2* genre; what more could you ask? It's quite possible that *Mega SWIV* will entice many of you into rushing to an old arcade searching for *1942* and the like.

SP

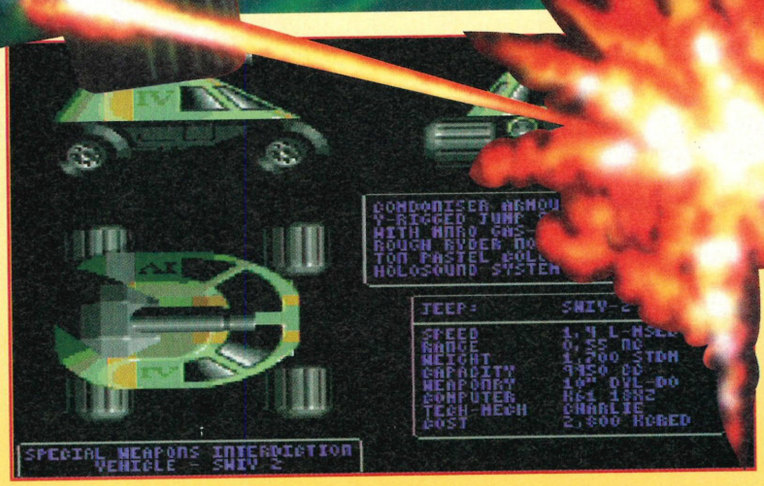


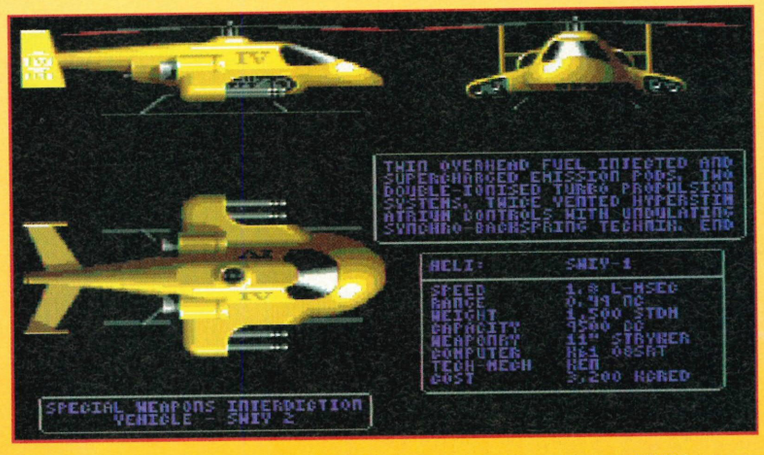
Collect the power-ups as soon as they flash onto the screen or they may well vanish just as quickly.



Zip into the second level with a new ship. Where did it come from? Who knows?

AIR AND GROUND VIOLATION

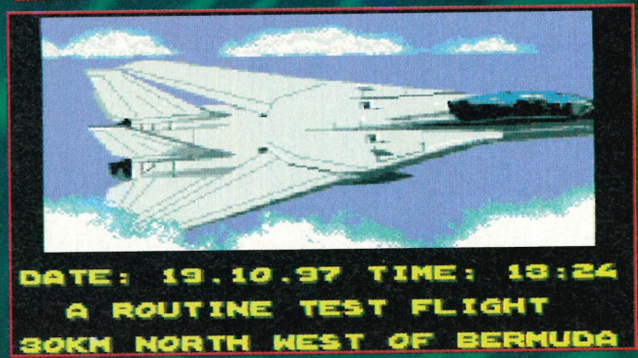




A strategic breakdown of the vehicles featured in *Mega SWIV* goes a long way to explaining how well equipped for the job these metal bruisers really are. Sheer masterpieces that haven't lost a spec of fire since the day they were drawn. Brilliant! Love 'em!



The very first shot of action showing a SWIV vehicle launched into the temporarily deserted land.

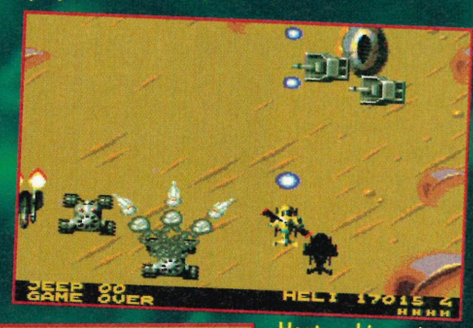


A still from the story you can expect to see before the real action begins. Isn't this fun?

SWIV



A screen for selecting how to control the ship and whether you want to play a one- or two-player game.





Heat-seeking missiles, tally ho! Blast on sight or say goodbye to SWIV 1.

Zipping all over the show, these bullet trains are a wealth of bounty. Exterminate! Exterminate!



Sometimes hanging your boots up and making a cuppa is the only answer. Kaboom!



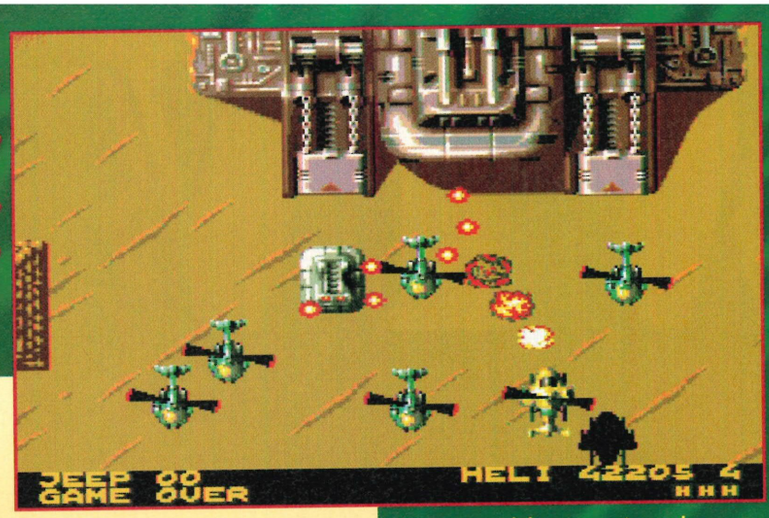
The first of many guardians set to challenge you in the very first level.

BIG, MAD AND OUT TO KILL YA!

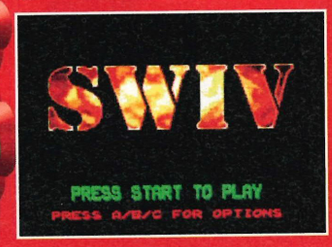
Isn't this the baddest mid-level spaceship you've ever seen? No, well, maybe not but at least it's better than the majority of squeamish-looking UFOs we've been accustomed to this year. Stroll on old chappie, this is da biz.

PREVIEW

MEGA DRIVE



TIME WARNER INTERACTIVE
£TBA
OUT: NOV



ALL IN A GAME

Two vehicles are at your disposal: a helicopter (SWIV 2) and a jeep (SWIV 1). They're equally armed with bullet, plasma and flame weaponry. They can be powered-up several times, but lose a life and its back down the slippery snake of losing fire power. The simultaneous two-player option, however, not only makes light work of the aerial assaults, but cleans up the ground forces.

How is this possible?, you may ask. Well, two-player mode pits you and a friend against the unforgiving forces with a little bonus – twice the fire power. The chopper pilot destroys anything and everything, whereas the jeep driver can flip out against land bases, thus protecting the inevitably superior helicopter. Flying through the levels is made far easier and twice as exciting.

Collecting power-ups is a major attribute to your success. Miss out on added fire power and it's quite likely that your life expectancy will shrink like a bank balance seven days after pay-day. Extra lives, increased weapon power and all the treats under the sun are sure to be worth seeking out. Oh, and a rather neat bubble shield pops up in almost every level.



No-one said this was going to be an easy mission, and it's not. Yaaaa!



In a solo game, the helicopter comes under attack from all sides.



An intro sequence tells the story so far.

COMPLETION

1st IMPRESSIONS

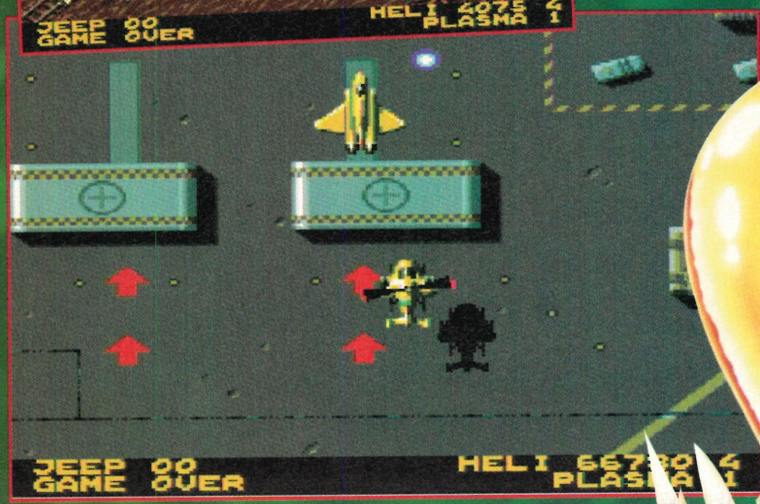
Corking shoot-'em-up action reborn for the Nineties; and about time too. Time Warner Interactive have bravely decided to go ahead with this Amiga conversion and early impressions are that it'll be equally unmissable. Recently, so many ports onto the Mega Drive have affected the video games market that the 'flogging a dead horse' syndrome has crept in. Is this the case with *Mega SWIV*? Or is it a welcome refresher? Having just plugged a few credits into the hi-tech blasters at a local arcade and returned to test this classic, it's a foregone conclusion that *Mega SWIV* is far more entertaining and deserving of a rebirth.



Protected by a bubble shield, the helicopter does a better job of stopping trains than the RMT.



Without even time for a shower and change of underwear it's straight back to the war zone.





Finishing a level will all rest on destroying the end-of-level guardian. It's no rest for the wicked, pal.

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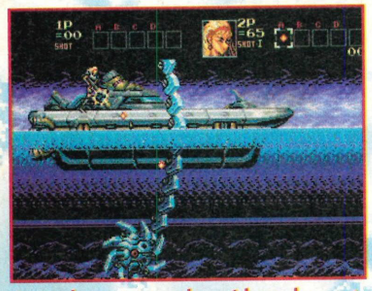
PREVIEW

MEGA DRIVE

With giant robotic guardians stomping around and even throwing cars at him, it's no wonder Phil King's armed to the teeth...

PROBOT





An underwater mechanoid reaches out to spoil your boat trip.



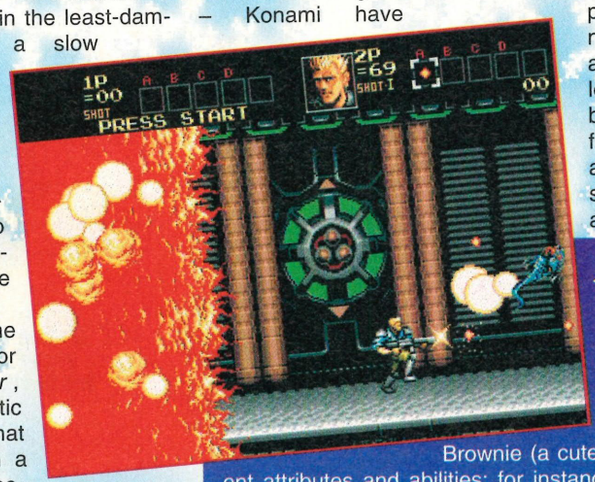
One of the choices in the game, to determine what the next level will be.



Perched on top of a big chopper, you blast at a huge aerial plane-thing.

It's the year 2641 and mankind is still suffering from the devastation caused by a war with a strange alien race. The humans have started to rebuild civilisation in the least-damaged city. It's a slow process, though, with a constant battle against a criminal underworld. Even worse, some traitors are trying to overthrow the government and invite the aliens back.

This is the gloomy scenario for *Probotector*, Konami's robotic shoot-'em-up that has already been a big success on the Game Boy, NES and SNES. But before you scream blue murder about dodgy conversions, let me tell you that this one really is something special. It may lack the SNES version's fancy Mode 7 graphics-scaling effects, but it's no less spectacular for it.



Feel the heat as you shoot baddies while trying to outrun a wall of flame!

As the hero strides into the first horizontally scrolling level, it's standard stuff to start with as lots of gun-toting blokes pour onto the screen from all sides. These are dispatched with a stream of bullets from the huge gun you're carrying. This hefty device can be rotated to point in any direction and powered up to fire all sorts of missiles and shells.

You need all the weapons you can get to face the huge robotic guardians, which not only appear at the end of levels but in the middle too. Not only are these spectacular, with some amazing animation and snazzy graphical effects, but totally merciless as they transform into various shapes to attack in many different ways. The gameplay is some of the toughest I've ever seen – Konami have already had to tone the difficulty level down slightly, as they thought it was just *too* hard!

Uniquely, there are alternative routes through the game: at certain points you can select what to do next. For example, after seeing off a robot guardian you can either follow him or stay put to defend your base – each choice leads to a different stage. So even if you manage to complete this almost impossible mission, you can try it again and take a different route. SP

ALL IN A GAME

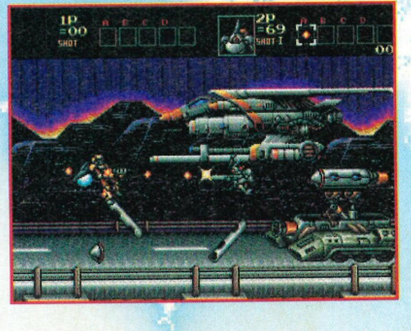
You get a choice of four characters at the start of the game: Ray, Sheena, Fang (a sort of werewolf) and Brownie (a cute little robot). These all have different attributes and abilities: for instance, Brownie can perform a unique double jump.

Whichever character you choose, you begin with basic gunfire. By shooting and collecting the power-ups which occasionally drift overhead, you can switch between such impressive weaponry as homing missiles, lasers, bazookas and flame throwers. Just watch them stream around the screen, detonating with impressive orange explosions.

As mentioned, you sometimes get a choice of which stage to play next. As well as walking, in various sections you get to ride on hoverbikes, walking robots, giant choppers and boats. There are 13 massive levels in total, although due to the choice of routes you won't get to see all of these even if you complete the game. Anyway, with all those big guardians to beat, this will certainly take some doing. You only have three lives, and getting hit by an enemy bullet or hazard kills you instantly. The only concession is the five continues you're given.



This ugly guardian lifts up the bridge you're standing on.





One or two players can choose from the four characters on offer. Each has different strengths and abilities.

Brownie the robot is harder than he looks. Here he climbs up a wall.

KONAMI
£TBA
OUT: NOV

PROBOTECTOR

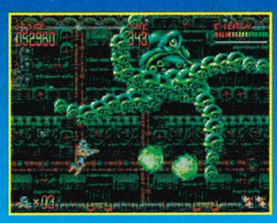
COMPLETION

1st IMPRESSIONS

Wow! What an incredible-looking shoot-'em-up. This game seems to have it all. Not only is the action extremely varied and constantly challenging, but the graphics are some of the most impressive ever to grace the Mega Drive. Some of those huge guardians have to be seen to be believed as they move effortlessly around the screen and transform themselves into new shapes. There's never a dull moment as you blast the enemy to smithereens with a host of smart weaponry. And believe me, there are certainly plenty of nasty surprises in store for you throughout the extensive levels.

COMPARISON

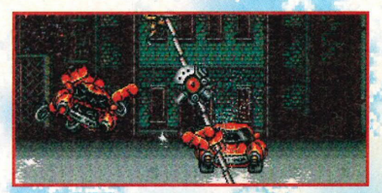
The game *Probotector* most resembles has to *Mega Turrican*. Only available on American import, this platform shoot-'em-up has the hero running around, armed with a rotating gun and lots of powered-up weaponry for it. This is used to take on standard enemies and giant end-of-level guardians. Based on the old *Turrican* games for the Commodore 64 (remember that?), it's an action-packed blast from the past that scored a creditable 78% in issue 32.



Probotector is more impressive, in both its stunning graphics effects and highly tactical gameplay. It should also offer a bigger challenge, especially with the unique choice of routes through the game.

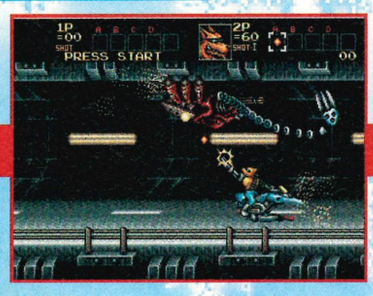


(Above) Before each mission you get a full briefing from your bearded commander – looks a bit like Kenny Rogers!



(Right) Hang onto this spinning platform. (Below) Take on Taurus the bull in the weird virtual zone.









BIG BOSSES

Probotector features some of the most impressive big baddies ever seen on a console. Frequently popping up during levels, as well as at the end of them, these mighty monsters have some very clever tricks up their sleeves. Most of them can completely transform themselves to perform different attacks. For instance, there's one monster that stretches its arms out across the whole screen, fires mortars from its head and then turns into a swirling pile of garbage!

Other bosses include one that builds blocks up into towers then knocks them down, a huge monster that throws cars at you, and a robot that you think you've defeated, only for its smoking remains to limp towards you in true Terminator style! There's even a weird virtual zone where you take on sparkling constellations such as Taurus the bull; and a sprite monster whose spinning blocks form into different vehicles.



PREVIEW

MEGA DRIVE

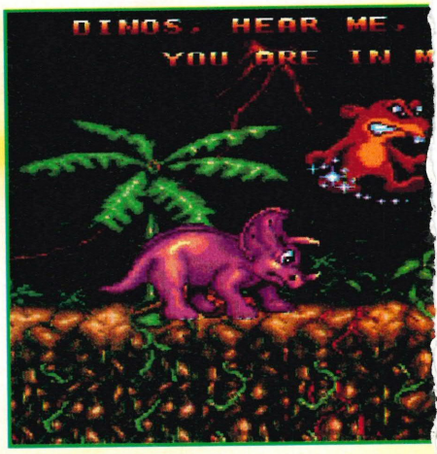
radical Rex

Textbook preachers will argue until they're blue in the face that dinosaurs didn't know how to skateboard, groove on down or chill out, but Jason Johnson discovers otherwise.

Frustration sets in around this point, so kicking the wall is a foolproof method to calm down.



Scriitch shows himself and brags of undefeatable powers. Maybe he should beware of Rex.



Famed for their computer game *Pitfall*, which incidentally is under development for the Mega Drive, Activision's dinosaur platform romp is welcomed with expectant open arms. *Radical Rex* incorporates the 1993 Jurassic craze and entwines it with cool dinos who skate, know how to have a good time and want nothing but fun. There is, unfortunately, always someone who wants to put a dark cloud on the stone age frolics.

The story line follows the actions of an evil sorcerer, Scriitch. With a swish of his hypnotic wizard staff he is hypnotising the population, the master plan being to wipe out the dinosaurs. This is where Rex comes in. He sidesteps the sorcerer's trickery, because he's so cool, and sets out on a mission to put a stop to the wicked one's way. He must, however, battle the millions and save his true love Rexanne at the same time.

The plot may sound simple enough but with various scenarios to battle through and some extremely unpleasant nasties there's nothing easy about *Radical Rex* – except, of course, having a fun time. And that's what it's all about. SP

Landing on spikes is a definite no-no. Instant death and a journey to the last restart point.



ALL IN A GAME



A grand total of ten levels glow amid a variety of backdrops. These colourful, mainly parallax scrolling areas are made up of jungle and swamp levels, a forest and most unexpectedly a darned scary trip through the insides of a dinosaur's belly.

Bonus levels are awarded after skilfully finishing a stage, just to add a little long-term enthusiasm with the odd continue to be stolen – and they'll become a must-have as you tackle extremely dangerous later levels.

Radical Rex's skills include skateboard surfing, fiery breath and a growl, all coming in handy against the bad guys. Power-ups for Rex's weapons, an invincibility icon and extra lives swim amid a flood of red jewels, much in the same way as the golden rings in *Sonic*.

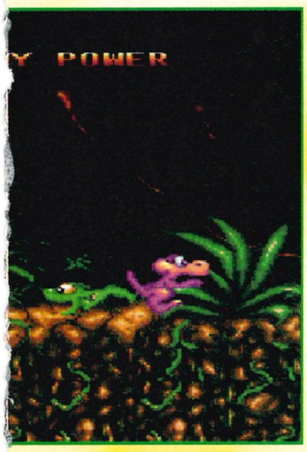
Add a one- or two-player option, three difficulty levels and more humour than a Far Side volume could hope to offer, and *Radical Rex* seems to have it all.



Grab the Alka Seltzer, this lad's in for a sore head. Yet another funny quirk for the radical dino-dude.



Blowtorch the post and it bursts into life. This, if you hadn't guessed, is a restart point.





Finding the exit out of every level is the main task, but there's a long adventure in-between.



Falling captive to the merciless swamp, Radical Rex finds himself in a rather sticky situation.



Urgh! You smelly git, get out of here! A quick blast with the blowtorch should do the trick.



Dazed, out of his head and completely useless. Must be the aftermath of a dino-bash.





Death becomes young Rex, or at least so it would appear. Meltdown has to be one of the worst.



Collect ample gems and eat all your tea and you can play the exciting bonus game.



What a kind bird this is, helping Rex across the river. Expect to see plenty of these neat touches.



ACTIVISION
£TBA
OUT: NOV



COMPLETION

1st IMPRESSIONS

The 'fight for your right to party' attitude is spot on. Incorporating a dinosaur theme, though slightly dated, is wackier than a Paul King (MTV's finest) interview. Cutesy sprites, all of a funky nature, are amusingly brought to life: Rex himself is a blast of hysteria and clumsiness. *Radical Rex* is by no means a simple platform romp as multitudes of dangerous dinos, birds and mammals prey on the cheeky chappie. Even before the final version arrives in the office it's a sure-fire success with a widespread appeal and ease of playability mustered into the trendy environment.

TRICKS OF THE TRADE

Stomping around the inside of a dinosaur would never be considered an easy level for game's developers to design. As well as this, thinking up original ideas for obstacles and adversaries must be extremely challenging. The persons responsible for *Radical Rex*'s characteristics deserve a special mention so here are just a few examples of their work.









PREVIEW

MEGA DRIVE

Is the Tiny Toons' craziness contagious? Chris Marke joins in their loony fun, while attempting to retain the remnants of his sanity!



The race is on around the obstacle course and, as always, the speedy Buster Bunny is favourite to cross the finishing line in first place.

TINY TOON ACME ALL STARS *Adventures*





There's loads of mad-cap fun to be had, as the Tiny Toons get jammin'!

Acme All Stars is based around the exploits of all your favourite characters from the Tiny Toons cartoon series, as they compete in a variety of outrageous sporting events. These range from the most popular games in the world, football and basketball, to more fun-based activities such as bowling and a comic obstacle course. All of these events can be played separately or as part of a story mode, in which you take on Montana Max's star team.

The tournaments are held at the Acme Looniversity, from which all the champions in each sport are selected. Eager to compete, Buster Bunny gathers together all his chums for the competition. You get to choose four Toons to make up your team from a selection of 12.

Each Toon must play in a specific position, so part of the fun is working out the ideal position for each character. For example Hamton Pig isn't too good at sports and is also a bit on the slow side. However, place him in goal and you've got yourself a great keeper! Alternatively, Babs Bunny, Buster's girlfriend, has plenty of pace, which makes her an ideal forward.

Another smart feature is the special techniques each Toon uses to score certain goals and baskets. However, these are dependent on the amount of Super Power, shown by a gauge at the top of the screen, the Toon possesses.

As you use the special shots your power decreases, until it reaches the critical red section on the gauge. At this point your character begins sweating, which means you're unable to use the special moves. When your power is completely gone, your Toon passes out! The Super Power is restored after a period of time, but the recovery rate is different for every Toon.



Whatever game you're playing only one thing is certain — it's going to be fast and furious from the start to the finish!

The special techniques are hilarious to watch. For instance, Buster can carry out a Super Ear Dunk, slammin' the ball into the basket with his ears; while Plucky Duck can pull a 16-ton weight from the air to drop on an opponent, paralysing them temporarily.

A crazy game, with crazy characters, *Acme All Stars* looks certain to be a favourite for all the family. Play it in four-player mode and be prepared to watch the high jinks begin – soccer will never seem the same again! SP



BARMY BASKETBALL!

Michael Jordon should come out of retirement and try his hand at the Tiny Toons interpretation of basketball – although he probably wouldn't stand a chance! With loads of manic special moves, smooth animation and jolly tunes, this should be the game you come back to again and again. A word of warning – watch out for Montana Max in his Toon-squashing car!

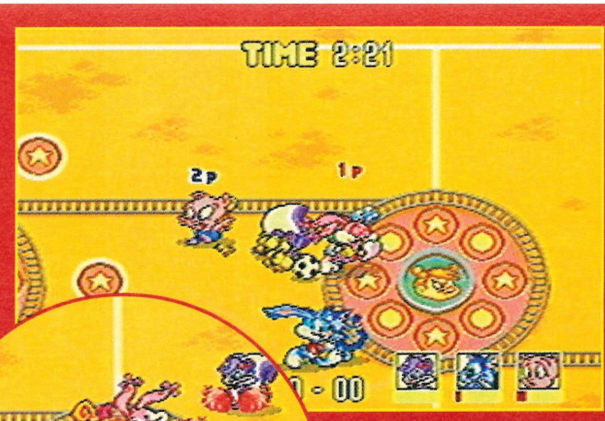




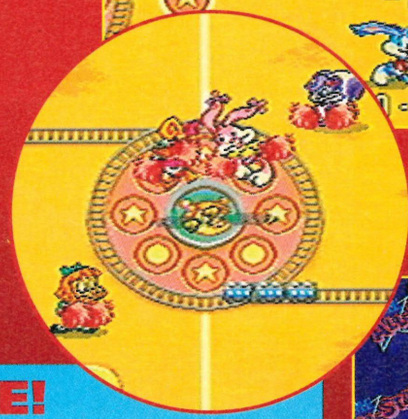
ALL IN A GAME

All the fun and excitement of *Acme All Stars* has been squeezed into an 8 Meg cart! In fact it's amazing what those clever people at Konami have managed to do with it. There are eight completely different background sets, 16 cute Toons and a special artificial intelligence system to play with.

Add the fact that in total there are 46 special moves, which adds up to close to 800 frames of animation for the characters alone, and you'll understand what an action-packed game Konami have produced. This should certainly ensure the long-term playability of the cart.



The tackles fly in thick and fast as yet another football match degenerates into violence!



The cheerleaders come on for the half-time show. You're looking good girls!

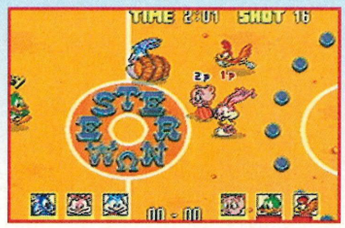
FRANTIC FOOTIE!

The football season will be under way by the time you read this, but be warned: you ain't seen nothing in the Premier League to compare to this no-holds-barred action! It's a four-a-side battle from start to finish, with players collapsing all over the pitch and plenty of goals flying into the net. Hilarious animation is merely the icing on the cake.











The choice of team members is vital to success. It's always a good idea to have at least one bunny on the team.



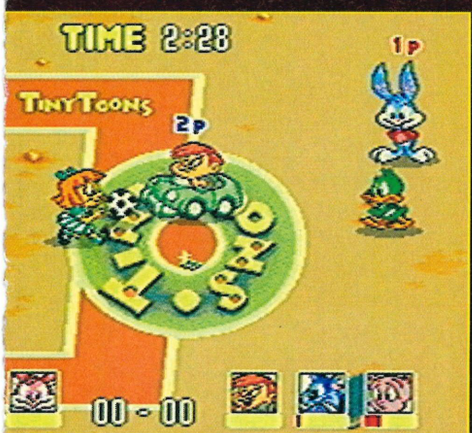


(Above) Hit the dirt sucker and don't get up until I tell you to!



Why not try putting Hamton Pig in goal? He may not look very agile, but he's a great shot stopper — honest!





Those bunnies always think they're the best — just because they run fast!



The net bulges as the Toons smash home an unstoppable shot.

No quarter is given or taken as the match hots up.







CRAZY CAPERS!

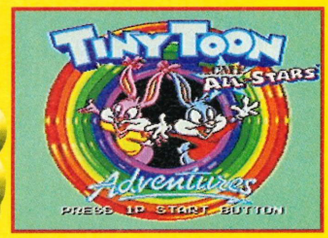
Why not take part in a spot of bowling, an obstacle course race or the curiously entitled Montana Hitting? All are played against the computer or up to four friends. In Montana Hitting, pound away at the Montanas as they pop from their holes, while avoiding the falling bombs. It's fast and frenetic, but looks like being a winner – definitely a game for the young and the young at heart!







KONAMI
£TBA
OUT: OCT



COMPLETION

1st IMPRESSIONS

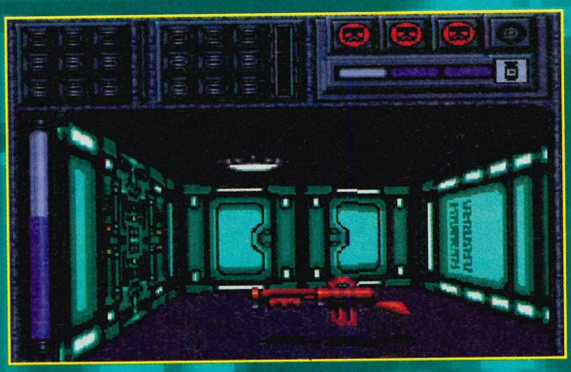
This is definitely going to be one for all the family to play. It's funny, fast and also competitive, with the inclusion of a four-player option an undoubted bonus. Of course, it's not going to be a taxing game, with little to trouble the experienced gamesplayer. However, this isn't a negative comment – remember, the game's been designed with the concept of fun firmly in mind, and it's this it will sell on.

PREVIEW

MEGA DRIVE

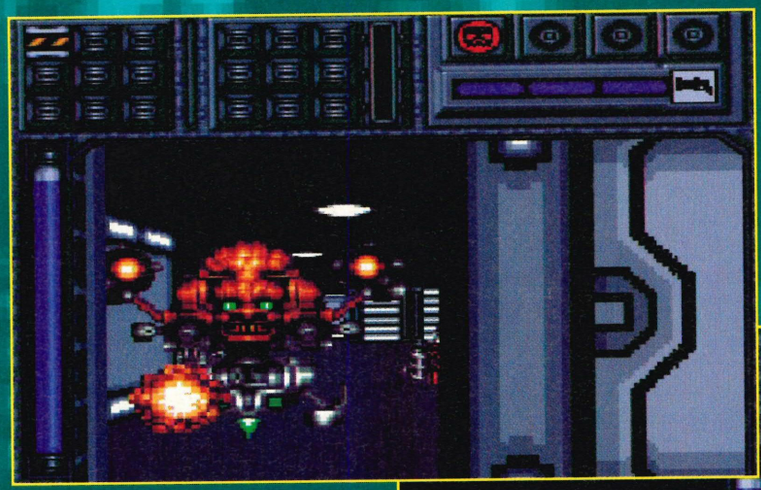
blood

Has inheriting a powerful water pistol put Jason Johnson in the mood for some serious blood sports? Probably.

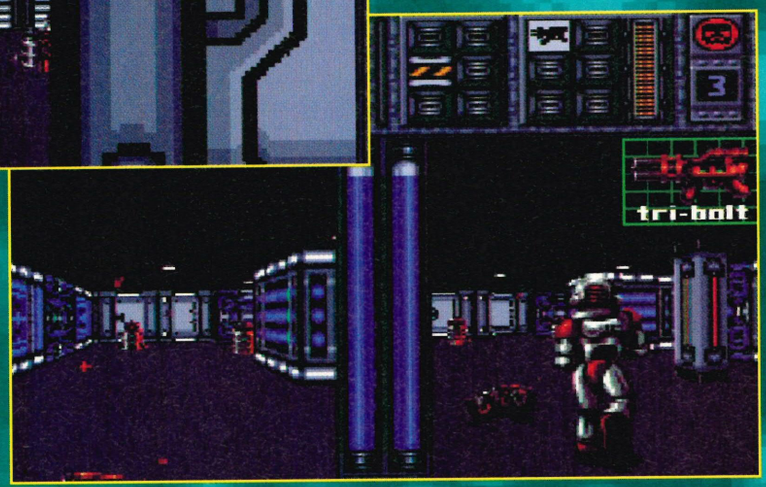


Go get that gun icon, mercenary, or find yourself under attack with next to no power.

Domark's in-house programming team, The Kremlin, have been beavering away in their darkened quarters. Until now, they haven't shown themselves, except for a swift pint down the local and a takeaway Indian. And what do they have to show for all their long, tortuous inputting? *Bloodshot*. Born from the *Doom* genre where mindless violence goes hand in hand with having a good time, it is one of the few housed (as in you run around a maze of corridors) shoot-'em-ups Sega gamers are likely to see. SP



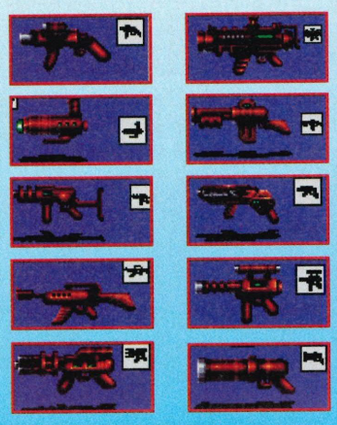
Wirehead is a mid-level guardian from one of the early levels. Impressive or what?



Helping each other through the maze will lead to the most productive gameplay.

GUN HO!

A vast assortment of weaponry is dotted along the dangerous corridors. Collecting weapons is relatively simple, but using them to full effect is another matter. Everything from mine launchers to machine guns fills your arms inventory to the brink.



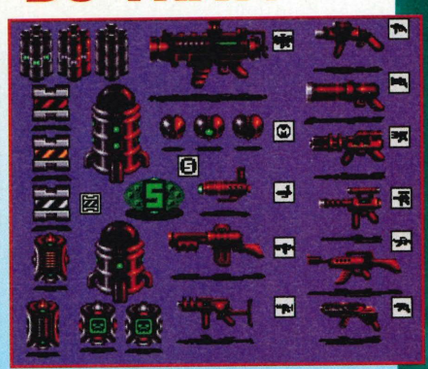


Keys to yellow and red doors must be collected and stored in your inventory.



HOW DO THEY DO THAT?

You may or may not be aware how sprites are pasted into a game. These extra work-in-progress shots will give you some idea. Basically, the graphic artists draw these icons. Painstaking I know, but I'm sure you will agree the final results are often stunning. Anyway, once the playing area has been designed the sprites are dropped into the game using various codes for their location. And that, in a very basic manner, is that.





THE SCENARIO

Space colonisation has reached new standards as mankind, now in the 22nd century, stretches its scientific skills beyond modern day comprehension. Jupiter, since it's always under attack from natural devices, is the only uncolonised planet in the solar system.

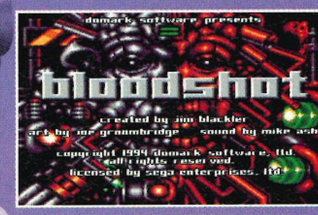
Earth, as you may expect, is the centre of this scientific boom. It is governed by the Federation. Meanwhile, warmongering among civilisations has spread to an uncontrollable level. Hostilities have led to the construction of a courageous faction known as the Mercenaries, an offspring of the Federation. Common knowledge was that once you were in the Mercenaries, it was jolly well profitable.

As time goes by, the elitist Federation Council become aware of an attempt to rid them from the face of the earth. Not only will they lose control, they'll probably all wind up dead. Earth and the Federation is under threat. Only you can help save them... for a price.

shot

Shooting each other, so we were told, will leave your so-called comrade severely damaged.

DOMARK
£TBA
OUT: DEC



COMPLETION

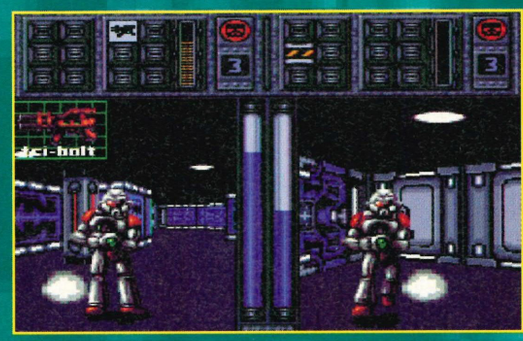
1st IMPRESSIONS

Bloodshot **is near enough complete with only minor amendments to be implemented such as a two-player hit recogniser. Adding this to what I've already seen should make this *Doom*-esque title the best in its genre. Intensely addictive gameplay, extremely atmospheric presentation and a tougher than Arnie's biceps difficulty level – it's too much! Overload! Overload! Overload! Destroy the Kremlin before it takes over the world. If you like your games supercalifragilisticexpialidocious (excuse the spelling), *Bloodshot* is for you!**



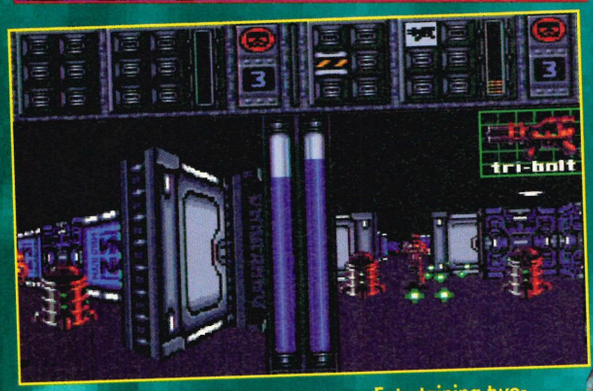
THE IMPLANTATION

A main image depicting the implantation of the mind-altering chip that sends its 'victim' into outrageously violent pandemonium.





Yahoo!
Way to go dude! That's level one complete, now we're gunning.



Entertaining two-player action that's just right for old group sessions.



I just love the smell of dead bodies in the morning. Add some barby sauce for extra taste. Yummy!

ALL IN A GAME

Silicon Graphics workstations were used to draw an opening sequence of subtitled pictures depicting the story line. Scenario set, the main options offer you the choice of a solo mission or two-player simultaneous action. The split-screen display, as you can see from the screenshots, gives ample viewing room for both players.

The D-pad is used to direct your first-person perspective view towards the walls and doors of the corridors. Arrive at a door and you may require a key to enter the next room. Finding keys, and up to ten weapons, is all part of the puzzle theory as the mazes lay waiting for you, a gullible bounty hunter.

Initially, your four lives won't last long in the hostile playing area. After disposing of a seemingly endless army of bad guys, you meet mid- and end-of-level guardians. Destroy them, and your final task is to escape. This may sound easy, but the screen adopts a darkened glow with a timer and siren counting you down to extermination. Lose your way and that's it, game over. Escape and you're on track for the next of 15 levels.

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PROVIEW:
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INTRO TEXT:
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MEET THE TEAM!



Chris Marke

"I have a confession to make – ever since I got my very first computer I've been addicted to any game with a football-related word in the title. It began with those classic management sims, such as *Football Manager*, on the Speccy; spread to games such as *Kick Off* and *Sensible Soccer* and now I can't leave my Mega Drive alone when the new *FIFA* cart's been jammed in. Help me!"

Fave game: FIFA Soccer '95



Phil King

"I've been playing games for many years now – ever since the hey-dey of the rubber-keyed Sinclair Spectrum! Technically games have come on in leaps and bounds since those days, but it's still that rare ingredient of addictive gameplay that remains essential to get me hooked. I like all sorts of games, but multiplayer ones usually hold the most interest for me – there's nothing quite like competing against another person."

Fave game: FIFA Soccer '95



Jason Johnson

"Coming from the planet Toozan I wasn't a privileged member of the Earth clan who experienced the joys of a youth playing video games. Instead I spent my earliest years building a time machine. Completing my task, I landed in the year 2074 where I experienced virtual experiences beyond belief. Now I'm a video games journalist. OK?"

Fave game: MK II



Mark Hill

"I started with a VIC 20, and then moved on to the CBM 64 where I spent many happy years playing titles such as *Microsoccer* and *The Last Ninja*. The CBM 64 was a superb machine with sounds that blew the Spectrum away. Today there are great console titles but look at their prices – some CBM titles are more enjoyable!"

Fave game: FIFA Soccer '95

REVIEWS

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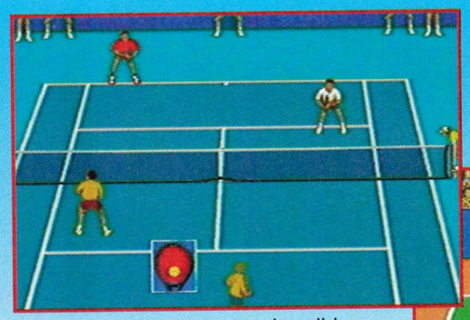
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MEGA DRIVE

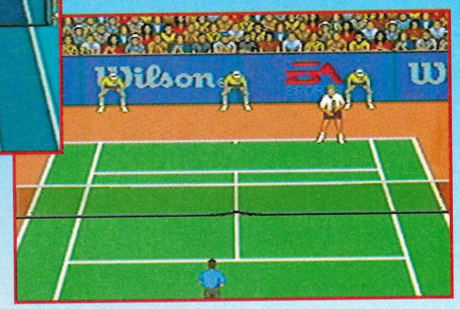


THE WORLD... AT A GLANCE!

Tennis is a sport that has universal appeal. Everyone's played it at some point in their lives, be it at school or just as a muck-around in the park, so it should come as no surprise that the Mega Drive has had more than its fair share of tennis games released for it. What really is surprising is that this is the first one produced by sports-sim experts Electronic Arts. Based on the official world tour and packed with options, it has a good chance on paper, but how will it fare against Codemasters' seemingly invincible Grandslam champion *Pete Sampras?* Quiet please. Mr Pilkington to serve. Play...



To serve, hold down the button to increase the red power meter, then stop the bouncing ball to aim.



The 3-D view scrolls up and down to follow the action on the court.

EA Sports have always had a solid reputation for producing top games, good examples being *John Madden's*, *PGA Golf* and of course *FIFA Soccer*. Tennis is a new genre for the company, and their first release looks promising: 4 Way Play, rotoscoped players, singles and doubles play, 16 tournaments, four different play surfaces and 32 real players to choose from (ranging from McEnroe and Borg to Guy Forget and Jeremy Bates). Well, with all of this to look forward to, I was literally trembling with excitement!

I first started playing the game by skipping past the instruction manual and diving straight into a one-player exhibition game. What a mistake! I was totally outclassed and actually ended up without a point to my name. This wasn't because the control system was complex or unrealistic (quite the opposite in fact), but I found out the hard way that you actually need your head screwed on before you start playing. EA have released more than just an arcade game; they've released a complex simulation where strategy is all-important!

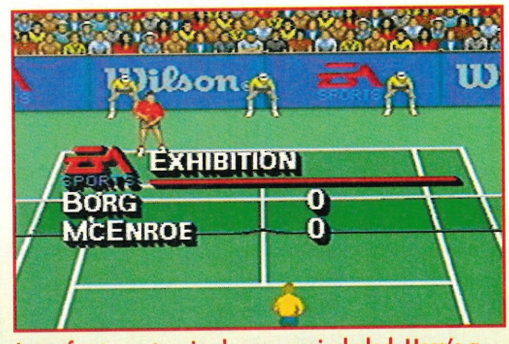
Oh sure, when you first have a look at the game and see the, quite frankly, bland and unimaginative sprites plodding around, you aren't exactly inspired to want more – but give this little baby a chance and it's guaranteed she'll grow on you. Believe me, this game is addictive!

I guess part of this addiction could be blamed on a guy called Vic Braden. A director of a tennis college in California, Vic was employed by EA to give precious strategic advice to the games programmers. A very shrewd move, judging by the quality of the finished product. Not only did old Victor help out behind the scenes, but he also makes an appearance in the game as an instructor (funnily enough!). From an option in the game setup screen, you can elect for a bit of training advice and go into practice with Vic and a ball machine.

As previously mentioned, the control system is extremely well thought out. A power meter is used just before you serve to determine the strength of your shot, whilst you can add a bit of spin by pressing left or right after you make a hit on the ball. Using the three buttons you can access a wide variety of shots: lobs, hard slices and drop shots are all catered for here. The strategy element of the game comes

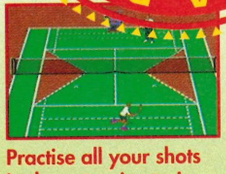
PROTIP

PRACTISE YOUR SHOTS WITH THE EXTENSIVE TRAINING MODE. GO THROUGH THE WHOLE SERIES OF EXERCISES BEFORE TRYING TO PLAY A TOURNAMENT OR YOU'LL GET HAMMERED OFF THE COURT. IT'S A TRICKY GAME TO GET THE HANG OF, BUT DON'T GIVE UP!

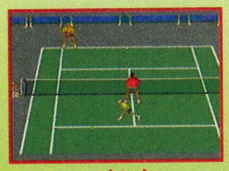


Lots of veteran tennis players are included. Here's a classic match between John McEnroe and Bjorn Borg.

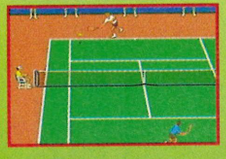
SEGA PRO YO



Practise all your shots in the extensive training mode.

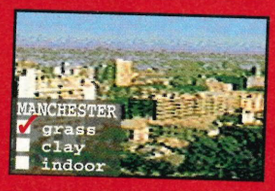


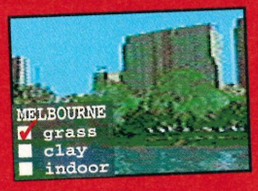
Oops, you hit the net. The ballboy runs across to collect the ball.

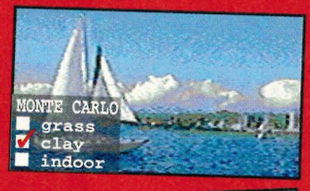


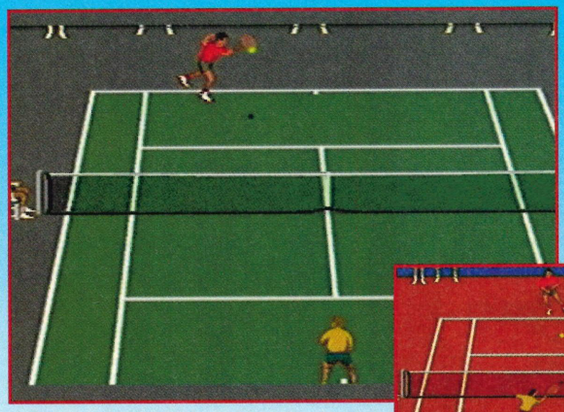
IMG INTERNATIONAL TOUR TENNIS





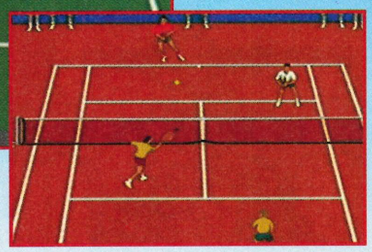


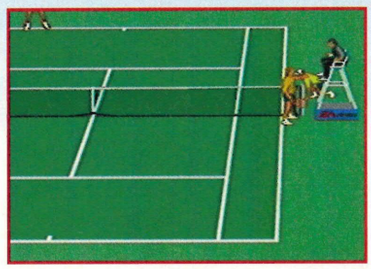




How's about that for a backhander? You need to be very accurate to hit the ball.

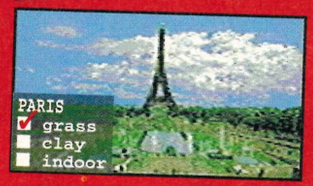
Doubles matches are great fun with four players.

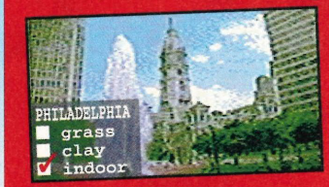


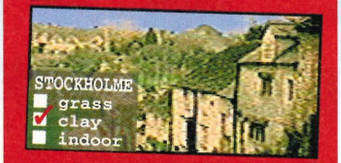


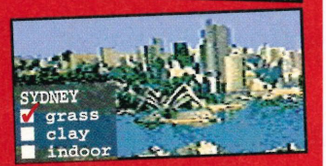
As in *Pete Sampras* you can argue bad calls with the umpire.

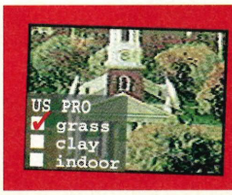




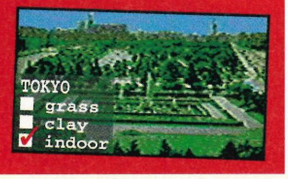












into play when you have to plan which type of shot to carry out next – which of course all depends on the particular situation you're in at the time. If you can get the hang of this, then you should be able to give even the hardest opponent the runaround (in theory!).

A nice touch that EA have included in the game (as with their other sports sims) is the instant replay mode. Whenever you make a really neat shot, you have the option of really rubbing your opponent's face in it by playing the last few seconds of play again and again and again (and, er, even again if you so wish!).

You want options? Ha, you've got 'em all right! You can view the score-board, decide what strategy you wish to employ (between Baseline, All Court and Rush Net) and argue a call (depending on if the call is really questionable, you can either gain energy or lose it). From the main options screen you have the chance to begin a tournament, start a tour, go into training or just play an exhibition game. Any of these modes can be either singles or doubles. If you enter a tour or tournament, each game will be automatically saved onto the cart's battery-backed-up RAM.

As you should be able to tell already, this is a brilliant game! In my opinion, it even betters the great *Pete Sampras Tennis* by *Codemasters* (90%, issue 33). OK, OK, to be perfectly fair to old *Pete*, the two games are very different. *IMG Tennis* is far more strategy-based than its Codemasters rival, which leaves buyers with a rather straightforward decision: if you like your games fast and action-packed, go for *Pete Sampras*. On the other hand, if you're prepared to be a little patient with a game at first, then you can't really go wrong with this monster release. EA can always be banked on to produce a classic, and they've certainly succeeded here! Buy it – you WILL like it!

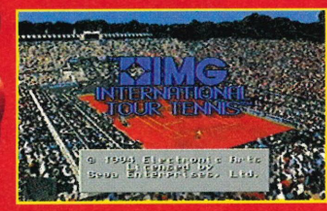
Mark "Causing A Racket" Pilkington SP

THE GREAT AND THE GOOD!



There are 30 real players to choose from, ranging from old favourites to bright new hopes for the future.

EA SPORTS
£44.99
OUT: SEPT



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES: 16
SKILL LEVELS: 1
FEATURES:.....battery backup
CONTACT: ..Electronic Arts (0753) 549442

PROview

PHIL
Be warned: many players will find this far too strategic and dull.

MARK H
A completely different approach to *Pete Sampras* – I like them both.

CHRIS
It takes a while to master, but it's then very satisfying to play.

PROscore

GRAPHICS 64%
▲ Player animation is realisitc – you can tell they've been rotoscoped.
▼ The court is dull and you only see the crowd when the view tilts down.

SOUND 75%
▲ The title tune's funky, but what do you expect from Rob Hubbard?
▼ Dalek-style in-game speech is a tad sparse, as are the crowd noises.

GAMEPLAY 90%
▲ Once you get into it, the realistic gameplay is incredibly addictive.
▲ A host of options, including four-player matches and practice mode.

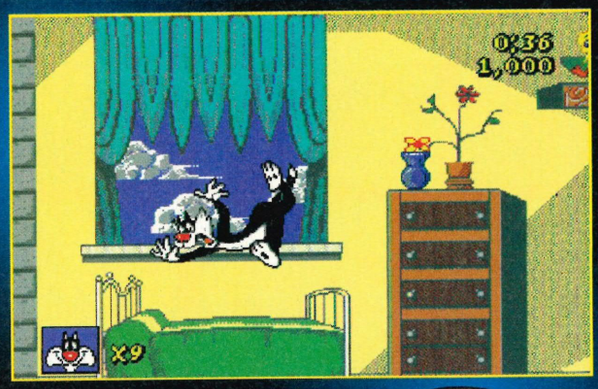
CHALLENGE 94%
▲ Perfecting your shots takes ages, never mind mastering the tactics!
▲ The world tour presents a huge challenge to would-be Agassis.

91%

A completely different ball game to *Pete Sampras*. It's a lot more realistic and hence harder to get into. A great simulation.

REVIEW

MEGA DRIVE



Right at the start of the game, the bed makes an excellent trampoline. Sylvester seems to love it!



Through the game, even on the text screens, the cartoon characters dance across – there's never a dull moment.

SYLVESTER & TWEETY

in Cagey Capers

Sylvester has been chasing Tweety Pie for years, yet that cute canary just never gets eaten. You can be sure Sylvester has had him in his mouth a few times, but the bird always finds a way out. In the cartoons you just wish that one day Sylvester will finally get his Pie, but the cartoon makers could never let it happen! Now Time Warner Interactive give you the chance to catch the canary – letting you finally decide how the cartoon will run. Hide behind the lampshades, avoid Spike, kiss Granny goodbye with a mallet. There's no other sweet yellow canary quite like Tweety – he's dish of the day! Time for supper folks...



When you go upstairs, the music changes to emphasise how Sylvester is getting closer to his supper!

Sylvester never got his supper on TV, even if you prayed that one day Tweety would be turned into a heap of blood-stained feathers. Now maybe he will... *Sylvester And Tweety* is a cartoon converted to console with full player interaction. As Sylvester, your world comprises seven unique levels – starting in the house where Granny is busy chasing you with a fly-swatter as you chase Tweety.

The cartoon capers these two stars get up to on TV have given millions of people plenty to laugh about. The game continues to capture that unique cartoon wit as you are given the simple order of chasing Tweety through every level. In the panic, items are knocked off shelves, Spike is always on your heels, Granny is never too far away and Tweety himself has a nasty habit of leading you into dangerous places. It's OK for him, he can fly – it's you that's the sucker, as you are made to do all the running!

PROTIP

IF YOU COME ACROSS A SITUATION WHERE YOUR STANDARD JUMP IS NOT HIGH ENOUGH TO REACH A PLATFORM ABOVE, FIND THE POGO STICK. IT MUST BE AROUND SOMEWHERE!

I found chasing Tweety is like trying to chase your own shadow. The aim is to keep up with him (he'll eventually lead you to the exit), swipe him if you can, and use your Tweety-scope to keep locating him – wherever you may be on the level. There are a few pick-ups available: boxing gloves, pogo sticks (for higher jumping), umbrellas, mallets, potions, fish, bones (to get rid of Spike!), super suits, extra lives and various points bonuses.

As a cartoon, the animation needs to be of a high quality. How funny it is to see Sylvester performing a cartoon favourite; for example, balancing on telegraph wires! And if one of the electric sparks catches up with him... frazzle! His bones flash up, electrocution causing his energy to diminish.

Other laughs include the 'hide and seek' games the toons love to play! See how Sylvester hides in the lampshades when Granny's coming, or how about the little bed? Sylvester is in there like a shot, the blanket laying over him long after

CARTOON CAPERS



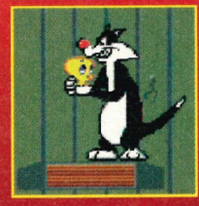
Sylvester's fate hangs in the balance – you can't stand still on a telegraph pole too long!



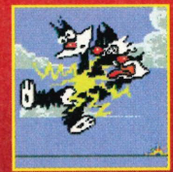
Bang! Sylvester falls from a great height, crumpling into a heap on the floor, just like on TV.



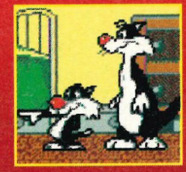
Dear old Granny will never notice you under a lampshade.



At the exit, Sylvester finally gets his hands on the bird. He's freed for the next level, though.



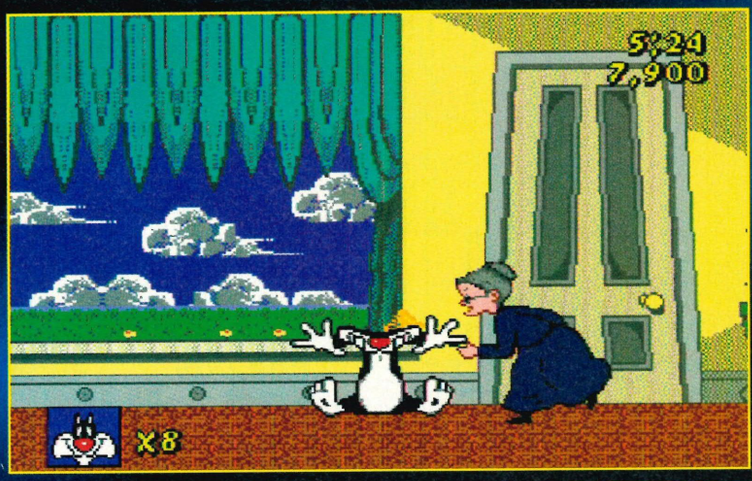
Remember, don't try this at home. Electrical wires are dangerous – only toons can recover!



'Hey Pops, he went that-a-way'. This cheeky puss is always popping up – it's a shame you can't mallet him!



And one minute Sylvester is comfortably hiding in a bed...



Now Granny's angry! She'll batter yer with her fly-swatter thing so find a lampshade – fast!



On one of the levels, Tweety gets his revenge! He inflates and gobbles Sylvester up. Look at the feline's tail!



Press pause to bring up the inventory screen. Umbrellas, pogo sticks, boxing gloves, mallets, potions – there are many objects to find.



he's settled. Wait too long in this comforting hideout though and the alarm bells ring – much to a startled Sylvester's surprise!

If I was to pick out a fault, I'd say the sprite movements are sometimes a little jerky, but I guess this is because they are fairly big, and there's a lot of interaction on the screens, whether it's knocking objects off the shelves or using the beds as trampolines. Later levels get even more involved, including Sylvester being chased by a mutant Tweety – a taste of yer own medicine!

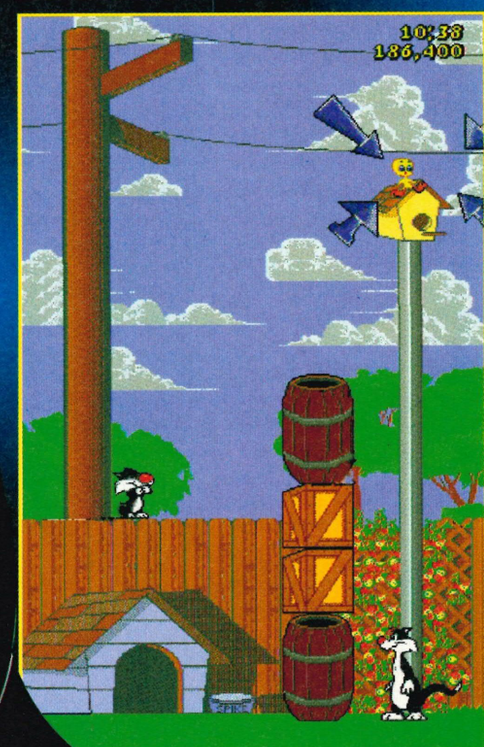
I fell in love with this, and even on completion, found incentives to play through again, simply because it's so much fun to watch too! The sounds have that cartoon rhythm to suit the on-screen dramatics, and this will adjust sometimes to coincide with a particular activity – like Sylvester carefully tiptoeing up the stairs as he spies Tweety perched near the top.

I can recommend this to any young cartoon fanatic, but will make the point that the challenge is fairly easy. You can't help but feel this is designed for younger players: the skill level is scaled in percentages – the higher the percentage, the more levels you play.

But there is no putting this down. This interactive cartoon captures the personalities of Granny, Spike, Sylvester and Tweety very well, and it will appeal to their fans more than anyone.

Mark "Puddy Tat" Hill SP

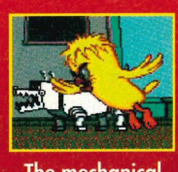
Often the easiest way of dealing with Spike is to give him a bone. If you ain't got a bone, use the mallet!



Here Sylvester is stacking objects so he can jump up and grab Tweety to finish the level.



...and the next minute it's alarm bells! Time to find another hiding place.



The mechanical level pits you against a bunch of K9s and a mutant Tweety.



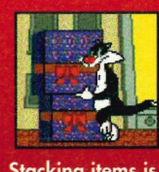
Oooooof! Bump into a wall and you'll see Sylvester go into a dazed state for a while. It's all part of the comedy.



Chairs and other objects can be picked up and used to reach higher places.

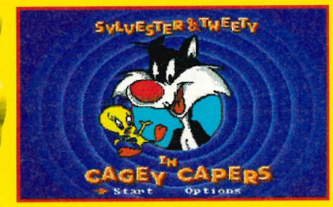


If Spike is snapping at your heel, give him a bone. The dog will beg, you'll throw it, and he chases. That gets rid of him!



Stacking items is a common activity in the game. Often you'll need to stack high to reach Tweety and the exit.

TIME WARNER
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 7
SKILL LEVELS: .....variable percentage
FEATURES: .....continues
CONTACT:.....Time Warner Interactive (0604) 602800

Proview

JASON ■■■□□
Nicely presented, but the platform action can get a little laborious.

PHIL ■■■■□
With the excellent animation and sound FX it's just like playing a cartoon.

CHRIS ■■■■□
One of the best cartoon licences I've seen – great fun to play.

Proscore

GRAPHICS 88%
▲ The cartoon capers are just like on TV – animation simply shines.
▼ With such big sprites, the scrolling does become a little jerky at times.

SOUND 87%
▲ The sound adjusts to follow Sylvester's various comic actions.
▲ Bits of sampled speech are important – they just had to be in here!

GAMEPLAY 82%
▲ You've watched these two on TV for so many years – now interact!
▼ Levels can be repetitive. Sylvester needs to stack items too often.

CHALLENGE 74%
▲ Complete this, and you'll still want to see it all again!
▼ The challenge is fairly easy. Really this is ideal for younger players.

83%

A very well-adapted conversion of the classic cartoons – the interaction makes the playing as much fun as the watching.

REVIEW

MEGA DRIVE

FIFA 95

EXCLUSIVE

When EA's Nick Channon came into the SegaPro offices, he had a glint in his eye. The sound of typing stopped and all eyes turned to him. We all knew he had brought the most anticipated title of the year with him, it was time to ride the dream of a new FIFA.

After such an exhilarating World Cup in the States I felt EA had thrived on the research they had gained from the greatest show on earth. They had the material to perfect the people's game onto a 16-bit console – but could it be done? Before the rest of the world had the chance, I picked up a pad and kicked off. I had a gut feeling I was about to test the best football game ever to grace a console – only 90 minutes left to decide...

I think the world should know that *FIFA '95* is quite an improvement over the original. Not only have the sprites, pitch and sounds been tweaked – passing is a lot more intelligent too. A few ingredients from *Sensible Soccer's* clever passing capabilities now boil in the FIFA pot along with enhanced animation on the players, a new depth of realism in the mechanics behind the game, and loads of new teams!

The content of *FIFA '95* is simply huge. The way the statistics and options are laid out is very professional – TV style, if you like. And when you turn *FIFA '95* on, you are put in the mood instantly. For now you have a choice of playing any Premiership side, or any one of the European clubs from the seven other leagues. All the countries, including the new ones in *FIFA CD* are here too!

Protip

Ensure the difficulty is set on 'expert' so you can play a better passing game. A good build-up opens up more goal-scoring opportunities, making matches more entertaining.

So you have all these players' names, all their skill ratings, all the set-plays and fouls from the real game, a new penalty shoot-out function after extra time – what more could one wish for content-wise? There's a new challenge too – win a domestic league such as the English one and you're given access to the European Cup. Win the English Cup competition and there's a space for you in the Cup Winners' Cup. International and European Football have been brought together – we really do have a footy package here now!

Tear up little bits of paper and throw them in the air – the gameplay in *FIFA '95* has improved no end! Now the keeper fumbles like he would in the real game. The players jump for a header with incredible realism and pass the ball as if they're wearing Predator boots (the tiny ball spins and bends so well in the air). It's amazing to watch and such a joy to play.

The passing, something I was a little disappointed with in the original, now revitalises this like you'd never imagine. Your joypad skills must be better because *FIFA '95* throws open the doors to creativity – much like *Sensible Soccer*. Spread the ball down the wings, split defences in a manner that's realistic to watch and play. And with the crowd behind you, cheering louder as you play with more style and attack the goal, the whole experience is one to really savour.

There are so many little touches that make this a fine work of art with the highest quality of engineering. Players strips are detailed, the outlining is smooth and tidy (the pitch finish is perfect), and even the advertising boards rotate like they do in this modern footy age.

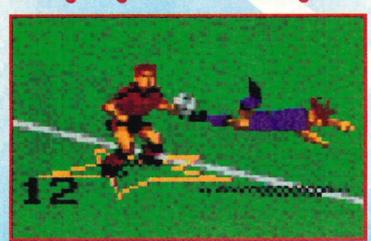
The whole philosophy of football is portrayed here – score a goal and you'll be sat there like a kid pressing the ABC buttons to bring up celebration sound samples. Choose from fireworks, hooters or a Colombian commentator's scream of 'Goooooaaaaaaal!'. And to rub even more salt into you opponent's wounds, start fiddling with the action replay. You can reverse the angle with a 'flip' option too – oh, what class!

The Mega Drive has seen many good football titles in its time, but nothing quite like *FIFA '95*. I believe this is the best console football can get with a few buttons and 8-direction D-pad. *FIFA '95* is the people's console game. It just took my breath away.

Mark "Totally Addicted" Hill SP

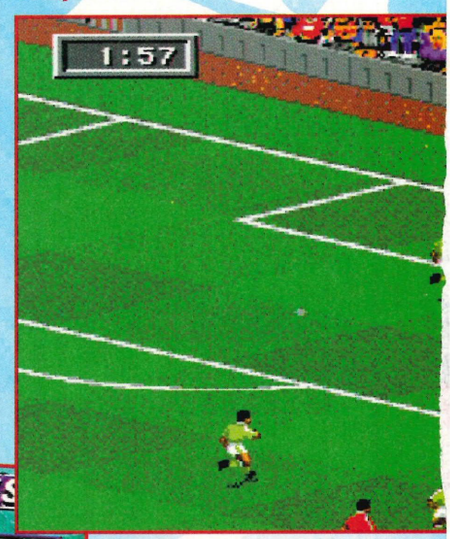


As you can see from this instant replay, the goalie fumbles are more frequent – making things a lot more exciting.





Run down the wing, cross the ball in and direct a header into the net. This is really clever stuff.



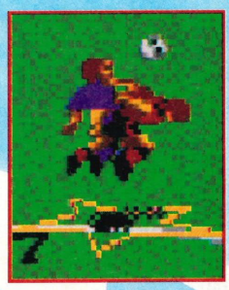
The keeper dives, but it's all too late. A curling shot from outside the 18-yard box snuggles in the corner like a dream.



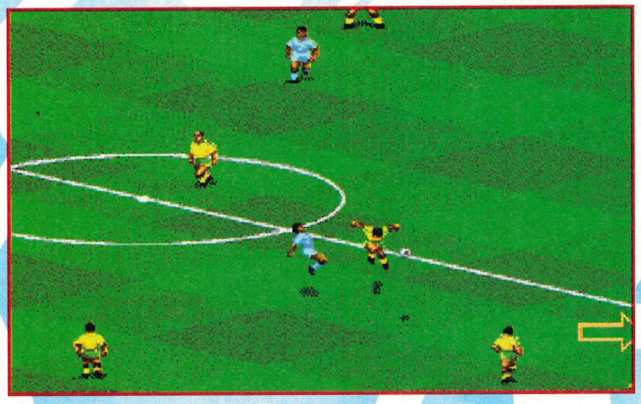
All the options screens are presented in a professional style much like a TV broadcast of live football.



There are many leagues you can play in, including a new American league. This is Detroit against Guadalajara.



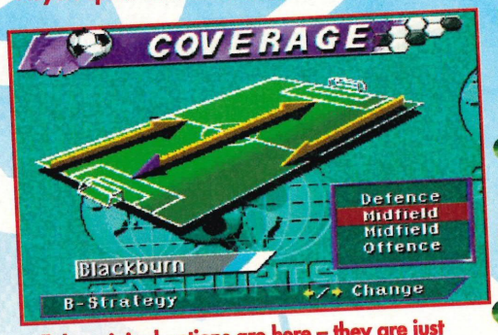
It's a clash of heads as two players collide in the air. Have you got the skill to win these headers?



It's a whole new ball game folks. The players' animation is superb. Take a look at this tidy head-down on a fifty-fifty ball.

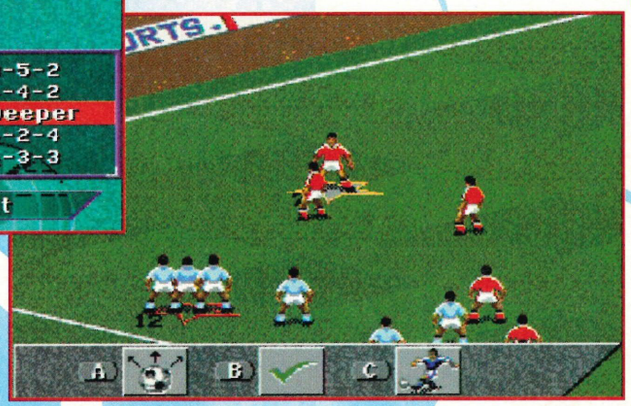


Check out this new option. Tap button B whilst running, then hold down C. Players sprint with ball at feet!



All the original options are here – they are just presented in a new style. It looks great too.

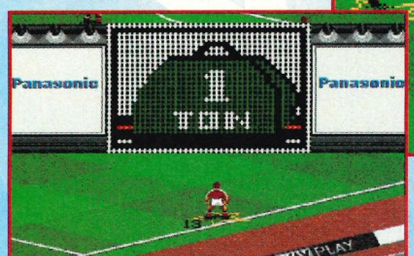




The set-pieces are a new option too. Select a path for the ball to travel, then put it into practice. A fine idea!

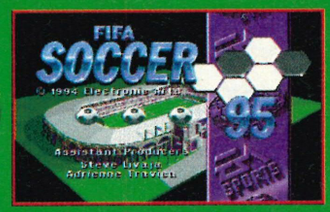






And it's a lovely strike! This forward must have Predator boots on – the ball flies as straight as an arrow.

EA
£TBA
OUT: NOV



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES: .....n/a
SKILL LEVELS: 2
FEATURES: .....save game
CONTACT: ..Electronic Arts
(0753) 549442

PROview

JASON ■■■■■
Better gameplay, better graphics – It really is a whole new ball game.

PHIL ■■■■■
A vast improvement on the original with more creative, skilful play.

CHRIS ■■■■■
Obviously created by people who know and love their football. Pure class.

PROscore

GRAPHICS 95%

▲ Sprite animation's improved, the pitch looks better and the action is fast!

▲ You can't fault the polished presentation screens – they are easy to use.

SOUND 93%

▲ Really groovy *FIFA '95* music for the options screens.

▲ Realistic terrace chanting, electrifying atmosphere and cunning FX.

GAMEPLAY 95%

▲ Incredibly realistic, very entertaining, and different every time you play.

▲ Many teams, improved passing and all the options you'd ever need.

CHALLENGE 94%

▲ Many league and cup competitions to win – including European ones!

▲ Whether played solo or with friends, this is the football sim for you.

95%

The most realistic, entertaining and intelligent football title ever produced. This will top charts across the planet.

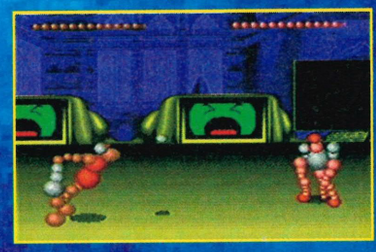
REVIEW

MEGA DRIVE

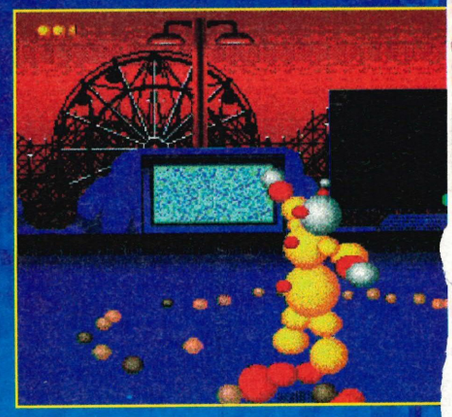
No, you haven't misread the title. This game really is called *Ballz*. And for once we're hoping this is a cart that doesn't live up to its title! Developed for Accolade by American firm PF Magic, it's one of those tough one-on-one beat-'em-ups like *Super Street Fighter II* or *Mortal Kombat II*. This one's a bit different though, as rather than using sprites, the fighters are all made up out of balls as they prance around the 3-D arena. A crazy character called the Jester (whose hobbies include juggling balls, by the way) has set up a challenge for those with enough, erm, nerve to take part. Phil King adopts the classic 'defender at a free kick' footballer pose as he tries not to get shattered...

SEGA PRO YO SEGA PRO

The ostrich buries its head in the sand to restore lost energy.

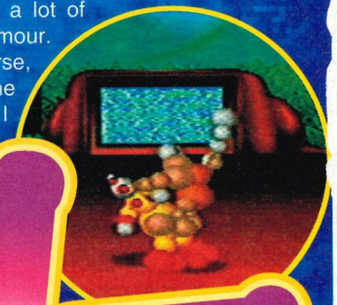


Boomer the clown raises his arm in victory. The balls lying around him are the remains of his opponent!



I must admit I was intrigued by the straight-to-the-point title and the revolutionary use of balls to animate the fighters. This technique has previously been seen in such games as *Chuck Rock II*, where it was used for some of the big dinosaurs. In *Ballz*, however, it's far from just a gimmicky graphical effect – the spherical theme is central to the whole game. This includes fighters hurling bits of themselves or spitting balls at opponents, and being shattered in a shower of balls when defeated. It also enables a brilliant *Virtua Fighter*-style 3-D view to be used – you can even replay the action from any angle and zoom the camera in and out.

It's a refreshing new slant on the classic one-on-one beat-'em-up, containing a lot of wacky humour. Of course, there's the usual range



Ballz

BOOMER



This clown will do anything for a laugh, but he ain't no joke. Giggling incessantly, he has great fun hurling his head at opponents and can even 'self-destruct', exploding in a shower of tiny balls !

SPECIAL MOVES

Left Handstand Kick: Boomer flips into this powerful kick.

Jack-in-the-Box: Fires head up to repel aerial attacks.



Head Hurl: Takes off his head and throws it at opponent.



Self Destruct: Explodes into balls before re-forming.

Plus 4 more...

BALLZY BRAWLERS

The eight fighters available have only one thing in common: their balls. Otherwise they're completely different characters, each boasting a range of bizarre special moves (many of them secret).

TURBO



The puniest character of them all, this weakling has the advantage of high speed. He can also hover in midair to deliver effective aerial attacks.

SPECIAL MOVES

Charge Flip Kick: Turbo flips himself over for a devastating kick.



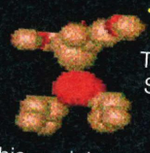
Flying/Hover: Once airborne, he can fly around the screen.



Super Blow: Takes a deep breath and blows his opponent over.

Plus 4 more...

TSUNAMI



The Japanese Sumo wrestler is as fat as they come, and uses his weight to squash his enemies. As well as power punches and throws, he can do a neat belly-butt.

SPECIAL MOVES

Morph: The big man can transform into another fighter.



Belly Charge: Runs towards opponent with his belly sticking out.



Flying Somersault Kick: A surprisingly agile jumping kick.

Plus 5 more...

DIVINE



Aw, what a graceful sight as this beautiful ballerina pirouettes around the arena. She's meaner than she looks though, specialising in fast aerial kicks and throws.

SPECIAL MOVES

Flip & Throw: Grabs opponent and throws them into the air.



Cartwheel Head Scissors: Grabs opponent's head with her feet and flips them over.



Spanking: Bends her adversary over and smacks their botty!

Plus 9 more...

KRONK



This wacky caveman just loves to go clubbing... everything in sight with his hefty weapon! A good all-round fighter, the dirty swine can also spit at opponents.

SPECIAL MOVES

Duck, Dive & Roll: A quick way to get close up to the opponent.

Overhead Club: Jumps at enemy and clobbers them.



Lobber Loogie: Spits a ball at the opponent.



Tee Off: Nails opponent into ground, then whacks their head into the distance!

Plus 6 more...





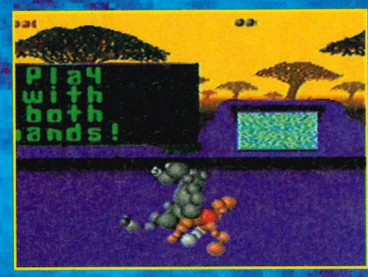
The intro shows the Juggler falling onto the planet.



Boomer delivers a stretch kick to hit Divine from long range.

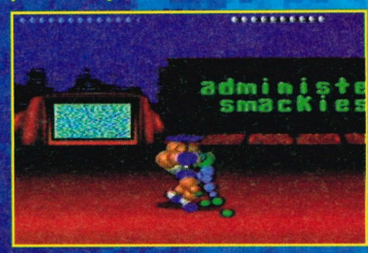


Yoko the monkey taunts his opponent. This means that the next move by either fighter will do extra damage.



Crusher the rhino performs just one of his special moves: sitting on his unfortunate opponent's head!

(Below) When the fighters go into a grapple, you have to keep pressing punch to try to win it.



of basic punches and kicks available. These are accessed by combining D-pad directions with the punch or kick button - somewhat surprisingly, the game isn't compatible with six-button joypads.

Where the game really comes into its own is in the wacky characters who have some of the most bizarre special moves ever seen in a beat-'em-up. Starting my first fight with Boomer the clown, I couldn't help smiling as he took off his head and threw it like a boomerang at the opponent. Even better was the self-destruct move where he explodes in a shower of balls – and if these don't hit the opponent, he re-forms in haphazard order with his feet on his head! Every fighter has a large range of unique moves, many of them secret ones.

It's not just the special moves that make the fighters so good – even when they're not doing anything, they behave in character; for example, Divine the ballerina doing her graceful pirouettes. The cartoon-style sound FX also add to the fun as the characters laugh and shriek away manically. Not to mention the rude messages which appear on the TV screens behind them – although you barely have time to watch these, the action is so frantic.

PROTIP

THE OSTRICH BOSS MAY SEEM TRICKY, BUT HE'S A CINCH TO BEAT. SIMPLY TAUNT HIM FIVE OR SIX TIMES, THEN LAUNCH A LONG-RANGE ATTACK (PREFERABLY A PROJECTILE) FOR AN INSTANT WIN!

It's certainly a very polished game which looks like nothing else I've ever played. So it was great to see equal attention paid to innovative gameplay. One of the best bits is the way you can taunt your opponent, resulting in an hilarious animation – eg your fighter wiggling his bottom at the opponent. Not only is this side-splittingly funny, it causes the next attack (by either opponent) to cause extra damage. You can even taunt several times to increase it further. It's a bit of a gamble, but worth doing if you're getting thrashed and need to finish off the opponent quickly.

An alternative technique is to beg for mercy, with your fighter hilariously bowing down to restore energy – although this leaves him vulnerable to attack. Another neat feature is the way that when the timer runs out, the action doesn't stop. Instead the fighters' energy levels are gradually reduced – the first one to reach zero gets shattered, so you still have time to reverse a losing situation with a few quick blows.

It all adds up to a lot of fun, particularly with two players. My only reservation is that in the solo game, the computer fighters can be a bit thick at times, walking into your repeated punches. Another slight hitch is that you when you die, you have to continue with the same character – annoying if his moves aren't very effective against the current opponent.

Apart from these minor flaws, though, *Ballz* is a truly top-notch beat-'em-up with plenty of humorous and innovative features to really grab you.

Phil "Hit 'Em Where It Hurts" King SP

CRUSHER



This rhino may be a little slow, but he makes up for it with his powerful kicks and punches. His specialities include charging opponents and sitting on their heads.

SPECIAL MOVES

Underhand Horn Heave: Uses his sharp horn to lift opponents – ouch!



Charge: Puts his head down and runs right at the opponent.



Pummel: Grabs the adversary and kicks his head in. Plus 8 more...

BRUISER



The big muscleman has brawn rather than brains, relying on power punches to bruise his adversaries. He can even turn himself into a sort of spinning tornado.

SPECIAL MOVES

Slide Tackle: Worse than Vinny Jones and Neil Ruddock combined!

Cartwheel Left/Right: Bruiser athletically cartwheels to produce a huge impact.



Torqueno: Transforms into a whirlwind to put opponents in a spin. Plus 11 more...



YOKO



A deranged ape who gets up to all sorts of monkey business. It doesn't matter whether he's in the jungle or not – he can still swing on imaginary poles and ropes!

SPECIAL MOVES

Stun Fart: Erm, Yoko squats down to unleash a stunning 'blow'!



Backflip: Yoko flips right round to kick the opponent.

Grab Pole & Swing: Hangs from imaginary pole and swings.



Plus 13 more...



ACCOLADE
£39.99
OUT: SEPT



CART SIZE:.....16Mbit
PLAYERS: 2
STAGES: 13
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Accolade
(081) 7880200

PROview

JASON

The 3-D graphics are excellent and the special moves are very funny.

CHRIS

Surely the most bizarre beat-'em-up ever, it's a lot of fun.

MARK

Not quite up to *MKII* standards, but still surprisingly playable.

PROSCORE

GRAPHICS 91%

▲ Smooth 'ball-animation' with some really spectacular special moves.

▲ Excellent replay mode lets you pan around and zoom into the action.

SOUND 92%

▲ Zany sound FX with manic shrieks and laughter from the fighters.

▲ Plenty of strange funky tunes play constantly in the background.

GAMEPLAY 90%

▲ Discovering all those wonderful special moves is great fun.

▲ The fighting action is nonstop and you need quick thinking to win.

CHALLENGE 81%

▲ It'll take practice to beat some very tricky bosses.

▼ The computer fighters can be a bit stupid, walking into your attacks.

90%

A refreshingly different beat-'em-up that'll have you belly-laughing at some of the fighters' antics. It's darn playable too.

REVIEW



MEGA-CD

MEGA RACE

Welcome to the first in a brave new world of Mega-CD games. Pit your wits against the toughest racing champions in a VW Entertainment virtual experience known as the Mega Race. As a potential challenger looking for the ultimate thrill, without having to pay the ultimate price like too many unfortunate bungee jumpers, you can't resist the challenge.

Plucking up the courage to send in an application, you spend the next few weeks watching VW TV, half hoping to be chosen, half dreading the prospect. One night, the commentator reads out your name. Come on down! YES! Rushing to the studio you arrive, anticipating the ride of your life, but find yourself amongst something completely different. It's a game of maybes that could turn into something quite remarkable.

WHAT A GREAT SHOW!

Check out the neat cinematic intro...



Considerable amounts of time have been spent on *Mega Race*. For example, the PC CD-ROM version's development period lasted near enough a year, and this Mega-CD title appears to have spent equally long on the production line. So, finally, Mindscape present a Cryo production that promises gloss, charisma and excitement of the futuristic kind.

Turbo-charged action is almost extinct from the Mega-CD. *Jaguar XJ220* is one of the very few racing games, and with *Heavenly Symphony* now available from import shops there's room for improvement beyond comprehension. *Mega Race*, from first impressions, goes a long way to bridge the gap between mediocre and unstoppable.

Silicon Graphics workstations continue to be used to produce possibly the finest video-game graphics. Psygnosis put the pixel powerhouses to the test and arrived with *Microcosm*, soon to be superseded by the second coming, *Novastorm*. For *Mega Race*, French-based development house Cryo (whose previous computer games include *Dune* and *Conspiracy*) used the top-end graphics technology to the full to create stunning rendered backdrops.

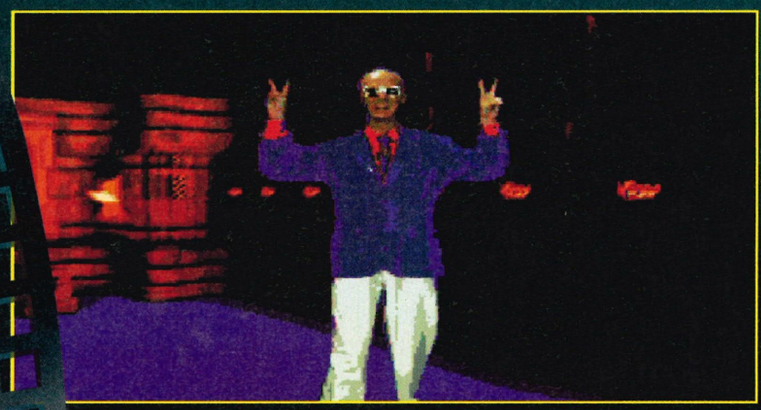
Scenario is everything in *Mega Race*. You feel compelled to enter the virtual world of VW Entertainment and compete in a purportedly non-life-threatening racing experience. Commentating, explaining the rules and keeping tabs on your progress, a John Inman lookalike (called Lance Boyle) overwhelms you with humour and hyperactivity. His script is perfect for the occasion, but his annoying childish actions do stretch your tolerance level at times.

PROtip

SHOOTING FROM AFAR WON'T GET YOU VERY FAR. CLOSE COMBAT IS THE SECRET TO SUCCESS, SO JUMP ON THAT BUMPER AND BLAST IT. THERE'S NO ROOM FOR MERCY IN THIS GAME!

Presentation aside, let's discover what *Mega Race* has to offer in the real testing quarters – gameplay. Dismissing this virtual experience as unplayable and extremely disappointing would be far too harsh, though this was my first impression. There's a serious shortage of ammunition; a flaw in the gameplay in that you MUST destroy every vehicle in what is meant to be a race; dubious sprite collision as you ram into each other; and an overall confusion as to what the point of the game is.

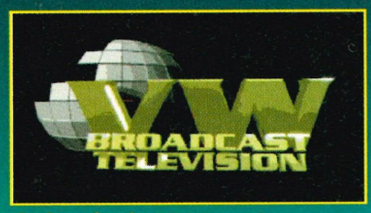
Strong words, eh? But, every cloud has a silver lining, and though *Mega Race*'s may be slightly shaded a few surprises came to light. Persevering



This guy is a complete nutter and would die after two hours in a straitjacket.



Aargh! He's back, and this time the host looks even zanier than eating yoghurt with chopsticks.

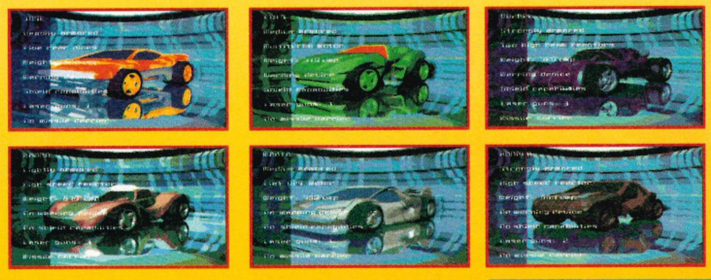


The logo for the VW Entertainment corporation responsible for broadcasting Mega Race.

VROOM! VROOM!



Use the D-pad to control your car's direction and speed. Up offers a much needed burst of speed. Press C to fire bullets, and don't forget the missile carrying cars come in extra handy. Check the stats to find the best car for you: some only become available when you've won a few races...



The second of 15 tracks. Don't they look nice, twisty, curvy and well dangerous?



Enter Mega Race and this is the first track you'll be tested on. Go! Go! Go!



with the first couple of tracks I realised that by limiting your firing until the closest opportunities, the opposition's energy dropped far quicker. This allowed me to jump through the levels, and using the RAM save I soon won a prize for my efforts. Deciphering power-up grids made even lighter work. Possibly too light.

Mega Race is a classic 'fun for a while' product. The cosmetic presentation is superb, but even glossy visuals run a bit thin if gameplay isn't particularly engrossing. Some may say the graphics are so good you just have to see them, but more will say the gameplay's substandard and disappointing. I cannot recommend *Mega Race*, but equally there's no reason to slate it as it's clear a heck of a lot of work has been put in. It's good but could have been much better.

Jason "Rat-a-tat-tat" Johnson



Play the fanfare: this is a shot depicting the most necessary save option.

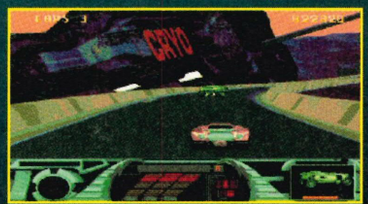
Now we're cookin'! Track six is a masterful piece of asphalt design, I think.

WE DON'T NEED NO EDUCATION

To play and win at Mega Race it's a good idea to follow these rules:

1 The object of the game is to destroy all the other cars on the track before the laps run out. Use the on-screen displays to keep you informed of the race situation.





2 Marked around the track are grids. Some are helpful and give you extra bullets or speed, others slow you down and hinder progress. Drive over them to activate the bonus.





Pre-race warm ups include a viewing of the track and a quick chat from the nutter.

MINDSCAPE
£TBA
OUT: SEPT



CD ACCESS:.....Medium
PLAYERS:.....1
STAGES:.....15
SKILL LEVELS:.....2
FEATURES:.....RAM save
CONTACT:.....Mindscape
(0444) 246333

PROview

MARK ■■■■■

Just like cappuccino – all froth and no substance.

PHIL ■■■■■

Great presentation, but the racing's dull in comparison

CHRIS ■■■■■

A nice idea that doesn't quite come off. Worth a look, though.

PROscore

GRAPHICS 88%

▲ Visually, the race is almost a virtual experience beyond comprehension.

▼ The cars are a bit too small and collision detection is a touch shady.

SOUND 86%

▲ Lots of tunes, and every track has a different tempo.

▼ Spot FX could hardly be called a breakthrough, but they suffice.

GAMEPLAY 64%

▲ The ideas behind *Mega Race* are exceptional, especially the cars.

▼ As already mentioned, there's very little gameplay here.

CHALLENGE 66%

▲ At first the challenge level seems possibly too high, but...

▼ You soon suss the secret to flying through the tracks. Very simple.

72%

Like walking into a whole new world as ice-cool graphics and sound bombard the senses. Pity there's so little gameplay!

REVIEW



MEGA DRIVE

NHL® '95

Hang on a sec, either I've moved or my goal has. What the puck am I doing over here? Better get back in goal before that open net is filled.

Express yourself – one-on-one. One of the new features is the ability to fake a shot. By doing this you'll give yourself more chance of passing an opponent.

Shame you can't scrap with other players these days – fighting is out! You can still poke your stick in undesirable places though!

There is a fashion now for big titles to be updated every year. You never saw such trends during the CBM64 and Spectrum days – but then sports sims never showed the same depth of realism then; and besides, it would have been tricky picking out an aspect that would be worth the upgrade! The *NHL* hockey series started with *EA Hockey*, a classic ice-hockey sim that gave EA themselves a good reputation in producing quality sports packages. *NHLPA Hockey '93* followed, and the general view was, if you did not own the original, this was the title for you. The '94 version did not justify the argument, it was worse. Is a 1995 version pushing things just that little bit too far?...



As part of the huge network of presentation screens, you can view the games today.

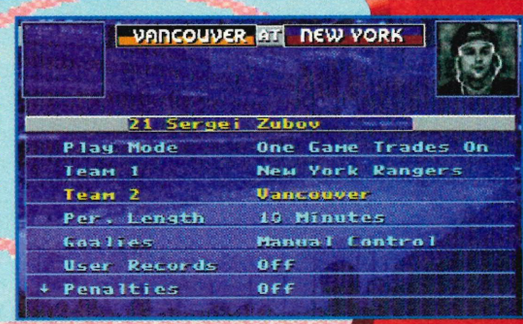
This is the centre of the ice, believe it or not. But a fine rink it is wth smooth scrolling, realistic skating sprites and some speedy gameplay.



The attacking side skate towards goal – the animation shows you just how aggressive these guys are!

A goalie's life is a tough one. But at least I know where my goal is and where to stand. Just got to put on that professional stance now.

Included in the options are two new features: season play and player creations.



As I slapped in the circuit board with its microchips (EA send us all the wires and loose ends before they go to the factory to be made into cartridges), that feeling of *déjà vu* washed over me once again. Another one for the EA Sports range, but not an overly original one. Marketing managers clearly believe big titles will sell because the avid fans could not bare the though of missing out. Let's face it, if you've got a prestigious range of EA Sports titles arranged on a shelf above your Mega Drive, the volume is never compete until the very latest is there! It's part of the image I suppose – and like I said, the marketing managers know it!

So, is *NHL '95* worth the trouble? I can't say I felt an urge to go up to Swindon Link Centre and buy a Swindon Wild Cats season ticket, or play in the streets with a tennis ball, roller skates and two old hockey sticks found in the loft either. But there are new features: 1993–94 NHL rosters and player ratings, season play, practice mode, player creation, league leaders, player trades, drop passes, fake shots, block shots and erasable seasons.

A mouthful? Well, you can get your teeth around this one. The fake shots and drop passes improve the playability to some extent, and the extra options, including a full season, let you wade a little deeper in the ocean of options and tactical menus – making this even more complete.

I can see avid hockey fans ordering a copy already because this is another superb simulation. Okay, ice hockey is not on Grandstand every Saturday, but this is good enough to get you interested in the sport. Not just the gameplay, but the typically accurate and useful presentation screens too. There's plenty of stats, a kind of team-managing facility with player trades, transfers and attributes, plus all the euphoria of league tables, battery saves and dream-team creations.

The way the sprites move and behave is realistic, the atmosphere is very authentic with organ tunes and sharp-slapping clashes of hockey sticks, and the brutality a real bone-cruncher at times when bodies crack against the perimeter walls.

The rink scrolls smoothly, with each player putting on a 6.0 skating display every match. The action is intense and rivalry unmatched. The challenges whet the appetite like a roast dinner, whether you're in a 4 Way Play clash or rolling your dice for a crack at the full season.

I do have a little gripe – no fights! It's disappointing, but when you need an official NHL licence to help sell the game, uncivilised behaviour goes out the window. According to the NHL, fighting is bad! Ah, well, at least the sprites still poke out a stick and trip and fall across the ice like an Italian footballer going for a penalty.

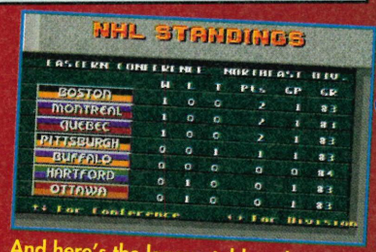
Avid hockey fans with plenty of money will not be too disappointed – the changes are significant both in gameplay (introduction of fake and block shots) and presentation (play a full season).

If a previous EA hockey game is just another title that only ever comes out the drawer when yer mates are round with the tinnies, better save your 40 or so quid and buy more tinnies. If you ain't played hockey on yer Mega Drive before, puck this one out – it's the best *NHL* yet!

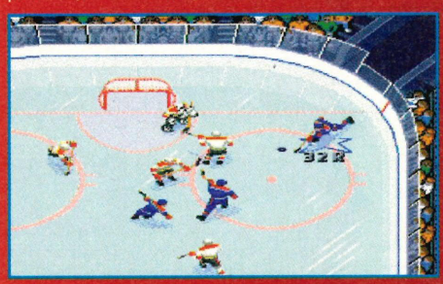
Mark "Puckin' Good" Hill SP



The organ music starts to play, the tension mounts – you could cut the air with a knife in here.



And here's the league table – the Premiership of ice hockey. Only top-perch will do.


A skate down the wing, make some space, hit it across goal...


...and it's mayhem! One of your team-mates tumbles, the other finds a gap and makes the shot...


...and it's a goooooooaaa

REVIEW

MASTER SYSTEM

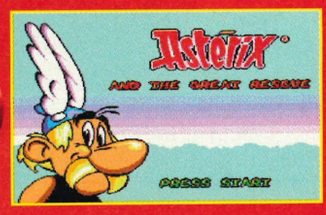


Asterix sharpens his blades near a dangerous area of spikes. Hardly an original scene, is it?



There are a few too many fires around here. It's the burning fires of hell – prepare to be frazzled!

SEGA
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 8
SKILL LEVELS: 3
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

Asterix™

AND THE GREAT RESCUE

Asterix and Obelix, two French cartoon heroes, are out on a new quest around the landscape of Gaul. Fresh from their previous outing, the two are on a rescue mission to find their chum Getafix, who's being held captive by a bunch of nasty Romans.

Now the great thing about this sequel is that you can alternate between characters whenever you wish. Asterix, the puny guy with a nook-and-cranny speciality, stands very small against a very fat yet strong Obelix. It's time to welcome little and large in another comical caper! Both these characters have given comic readers across the world many hours of pleasure – time to geta-grip...

It would be nice if we could play a title that's not been dug out of an old gaming shell. So many platformers fall into this trap, but then I guess it's easy to program a ledge, spike and power-up infested platformer with a few hidden passages cunningly implanted within ornate stone walls!

Asterix and Obelix put on a modest show – and one of the significant improvements over their first mission is the cut down on tedious gameplay. You can now alternate between the two characters rather than play a level through twice with each.

The Great Rescue could have been greater if it was not for the utterly predictable level layouts. Right from the start there's this easy challenge of picking up a key, opening a door and then defeating a guard with as much venom as a snake without a head.

Hearts, potions, switches and coins give you the usual array of points, replenishes, the skills on the other hand put the interest into this. Deciding which potions or skills to use (bombing, flying, mega-jumping etc) in particular situations give this a puzzling element that's really essential for your overall enjoyment of this.

Sprites are wonderfully drawn and backgrounds are not too bad either, but we expect this from the 8-bit these days. A very average title indeed – one I would avoid; but still suggest to avid Asterix fans because it does have a puzzling element that ensures you don't fall asleep by the end of level 1.

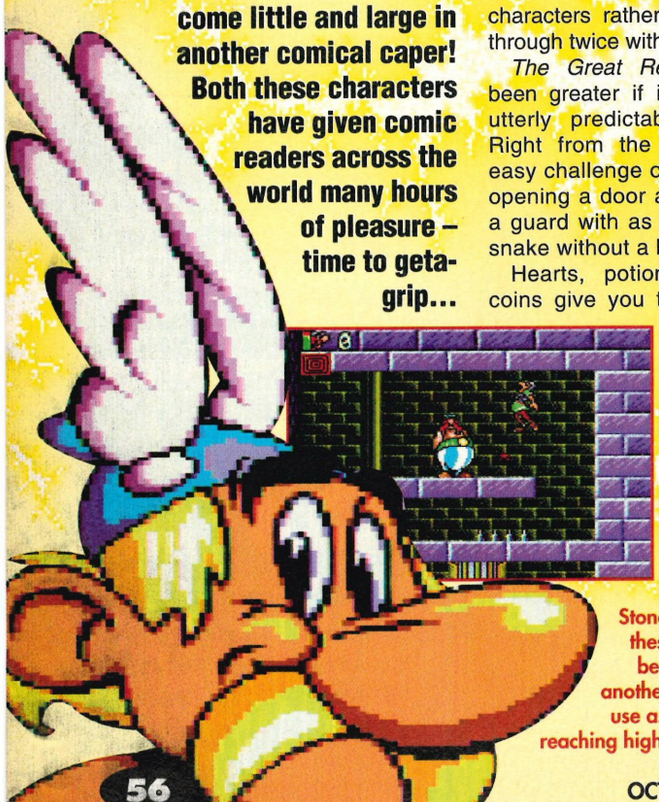
Mark "C'est assez bien" Hill SP

PROTIP

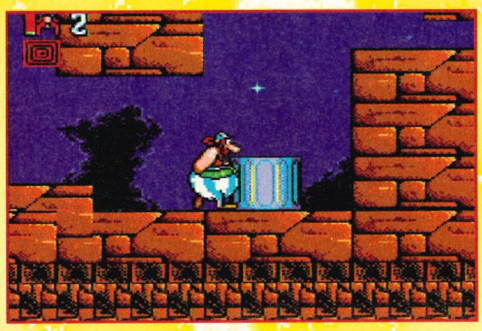
USE ASTERIX TO EXPLORE HIDDEN AREAS: THERE ARE MANY IN THE GAME. NEVER ASSUME A WALL IS SOLID – OFTEN YOU'LL FIND A SECRET PASSAGE LEADING TO VARIOUS POWER-UPS.



There are many such secret places. Find a wall that ain't solid, go down the passage and pick up a heart.



Obelix knocks out one of the guards by winding up his fist and letting the knuckles fly. Whack!



Stones such as these need to be moved to another area for use as steps for reaching higher places.

PROview

JASON ■■■■■
Another so-so platformer with a lack of original ideas.

PHIL ■■■■■
Playable stuff with some excellent cartoon graphics.

CHRIS ■■■■■
Not the most innovative MS game ever, but Asterix fans will love it.

PROscore

GRAPHICS 79%
▲ The Asterix and Obelix sprites are some of the best seen on the MS.
▼ Unimaginative level designs – the same old platform ideas are used.

SOUND 51%
▲ Little that's really worth listening to. You can turn sound off though!
▼ Typical MS noise with bleeps and sawing sounds.

GAMEPLAY 73%
▲ Alternating between characters and using their various skills is fun.
▼ Too unoriginal to get you really involved. Everything is so predictable.

CHALLENGE 76%
▲ By no means easy. You need to persevere with potions and puzzles.
▼ But there are far too few enemy sprites to put up a real challenge!

74%

Bursting with puzzles, but offering little new. Smooth and tidy, this is only let down by the predictable platform features.

REVIEW

MEGA-CD

STAR WARS CHESS

There was once a Rook, a Knight, a Bishop, a Queen, a King and a number of little Pawns who lived on black and white squares. Everyday before battle they'd get out their Flash liquid and clean the place up – giving it the old elbow grease to get into all those rooks and grannies. Opposite their patch there lived identical folk, differing only in colour. Both sets of pieces had been handled many times by ancient people, some before the birth of Christ. So who is it that came up with the idea of substituting tradition for science fiction by calling it Star Wars chess? The least we can expect is variation, surely...

After many happy years of chess with finely carved wooden pieces and decorative boards, the figures are turned into Star Wars characters and every piece that's taken must endure a brutal battle first. Okay, it's interesting to see a Stormtrooper pawn battling it out with Princess Leia or R2D2 locking horns with Darth Vader, but only during your first few goes. When you are concentrating hard on each next move, these visual effects become insignificant. We don't want to see them – or the Star Wars figures for that matter. Just a good old fashion game of chess will do!

You are paying over 40 quid for a board game with bells on, basically. Yet I'm willing to bet that the avid Star Wars fans, the ones with every figure, including the hard-to-get Yoda, will still go and buy this. Yep, I bet you do because from the screenshots the battles do look wicked. Oh please, don't be deceived; it's typical Mega-CD glitz to hide the dire gaming shell.



This is the simple overhead view of the board. It's easier than the 3-D view so stick with this!

If you thought sound might brighten things up a little, think again. If you force your opponent into check, there's a little tune from the theme track. Same goes for taking a piece or just moving a piece. The repetition is quite shameful, the whole affair so very pointless and uninteresting.

Chess is a slow game, but this is pushing things just that little bit too far. It would be fair to say you'll be watching all the visuals on the first few goes, then end up switching them all off and cursing yourself for spending 40 quid on what really is just a game of chess.

Mark "Checked It Out" Hill SP

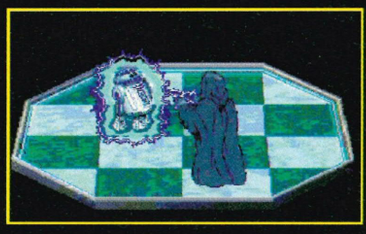
PROtip

THERE'S THIS RATHER CUNNING THING YOU CAN DO – TAKE *STAR WARS CHESS* BACK TO THE SHOP AND SAY IT WON'T BOOT UP. THEN ASK NICELY IF YOU CAN SWAP THE GAME FOR *FIFA '95*.



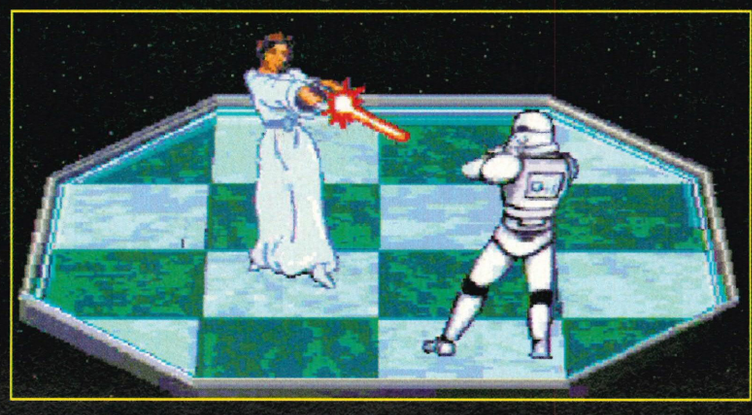


Options include a save facility and the choice of four skill levels. Don't expect to find anything special here.



This is the only interesting part of the game. But even these get tiresome after a while – you just want to get on with it!

The 3-D view is rather poor surprisingly. You can't always see which square a piece is on straight away.



Princess Leia gives a member of the rebel assault a bit of the old light phaser treatment. Whammmo!

MINDSCAPE
£TBA
OUT: SEPT



CD ACCESS: .....medium
PLAYERS: 2
STAGES: .....n/a
SKILL LEVELS: 4
FEATURES: .....save game
CONTACT: .....Mindscape (0444) 246333

PROview

JASON
Oh dear, those gimmicky animated sequences soon become boring.

PHIL
A decent game of chess, but the Star Wars theme's wasted.

CHRIS
The 3-D view's confusing, so you soon switch to the standard one.

PROscore

GRAPHICS 62%
▲ The animated battle sequences look very good – the first few times.
▼ The poor 3-D board perspective will have you flicking to the overhead view.

SOUND 59%
▲ A few good sound FX during a battle sequence to liven things up a little.
▼ Only very brief and repetitive bits from the Star Wars tunes. Irritating.

GAMEPLAY 37%
▲ You can't lose chess pieces playing the ancient game this way...
▼ ...but its all so pointless. Buy an electronic travel version from Argos.

CHALLENGE 50%
▲ If you can stand the irritating delays, the chess is okay.
▼ A Star Wars version offers no different challenges – it's just chess!

42%

The unconventional way of playing chess, and a repetitive one at that too. Give me a finely carved wooden chess set any day.

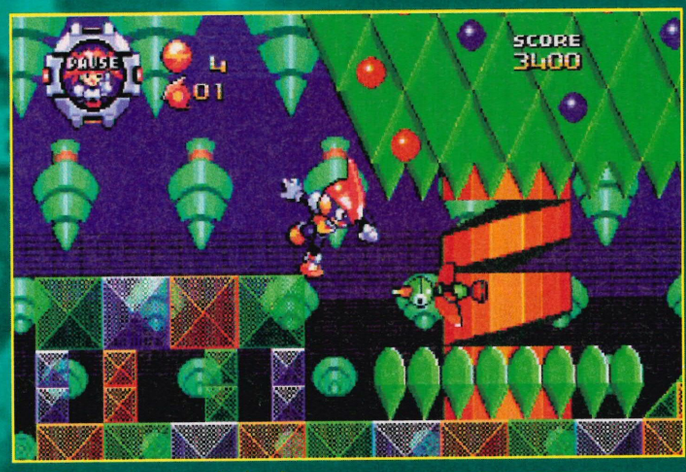
REVIEW



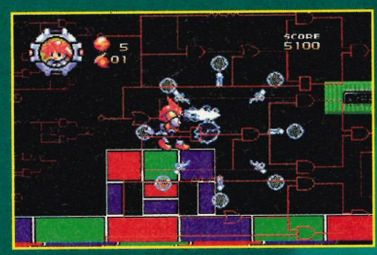
MEGA DRIVE

PULSEMAN

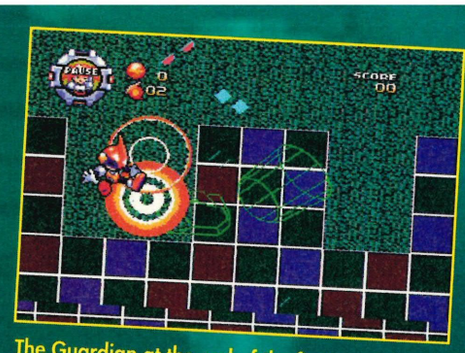
Pulseman is everything electrical, born from the computer world, and now set free in this side-scrolling action game. He's a man on the charge – charging for the confrontation with Dr Waruyama, full-time evil scientific genius. Waruyama plans to conquer space by using computers to cause universal havoc. Prepare yourself for really wild experience! Step into the shoes of a superhero of the electrical variety. Rising from the insides of capacitors and diodes, Pulseman can freely come and go between normal three-dimensional and computer space. So now the great electrical war is on! Charge yourself up: high voltage is about to take on a whole new meaning...



On this weird and wacky level Pulseman tries out his balancing act. Watch the enemy ahead though.



Pulseman simply punches his enemy like this – the effects are spectacular.



The Guardian at the end of the first stage is merely an electronic frame. It's a mad experience!

Four Pulsemen? Nope, there's only one Pulseman, and he's performing the dash attack.





Is it a spark? Is it a current? Is it a man who's just stuck his fingers in a socket? Nope, it's PULSEMAN! Imported from Japan, *Pulseman* is a platformer with unique visual effects, and a hot-wired set of wacky sound FX to really liven up your mood. And if that wasn't enough, just wait and see what this electrical character can do...

Firstly he can dash – and this move is fast. Clear a group of bad guys off the deck with a blurred dash effect that looks really smart (see screenshot). To punch, a pulse will accumulate in his body, then shift to his hands causing a super-rush of pulse power to explode in the face of the enemy. His Voltaiker move is the best – jump up, turn into a sphere, then ignite like a comet at lightning speed at a target above.

Putting these dynamic attack patterns aside, *Pulseman* is a standard platformer. But the electrical effects make this the most original of its kind I've seen in a while. With electricity being the theme, the sound FX are really stimulating! From the Sega logo the screen crackles as if you're turning on a TV without a broadcast. Suddenly static sounds interrupt the crackles, Pulseman emerges, and the action begins.

Controlling Pulseman is great fun! His Voltaiker move will enable him to bounce off walls to get himself up vertical channels. He can also use spheres to spin around and launch himself in a desired direction. Pulseman moves like he's on hot bricks the whole time, making this a speedy gaming experience!

You're given the choice of starting at one of the first three stages with five continues – three lives per continue. The levels differ in many respects, although there's no escaping the familiar spikes and mobile

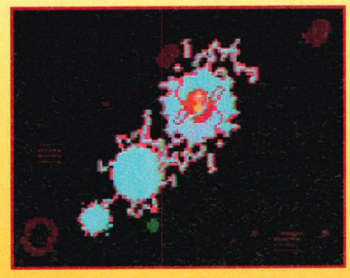
IT'S PULSATING!



After generating buckets of pulse energy from his dash attack, Pulseman can produce a pulse ball and subsequently target the enemy.



This quick dash attack enables Pulseman to run through a group of enemies without too much damage being inflicted on himself.



The Voltaiker is where Pulseman turns into a sphere and bounces at his enemies in a very effective and destructive manner. He can also use this to get over the huge traps scattered throughout the game.



Pulseman's punch is a wild technique where a pulse accumulates in his body and then gets shifted to his hands. The super-rush of pulse energy will explode in the face of the enemy.



A simple kick is often all that's needed to get rid of small problems moving along the deck.



Turn your Mega Drive on, but do not adjust your TV sets. Pulseman will slowly emerge amidst the static!

Ah, here's the Doctor. Just throw a pulse of energy at his head and watch the satisfying result.



Turn into a comet and bash as many blocks as you can on the bonus levels.



Pulseman uses his ultimate power – the Voltaiker move. Charge up by running, them jump and transform!



lifts to take you from platform to platform. I found the wire-travelling a novel and fun idea. Many of the levels comprise of a wire network – a kind of circuit board. Hopping from wire to wire, it's quite a challenge finding the route ahead without backtracking or misunderstanding the wire patterns.

Sprites come in all shapes and sizes. In the broadcasting studio, camera films roam the screens in unpredictable patterns, and in other diode-infested places, microchips crawl along the static floors like beetles – always a threat but easy to dispose of with a quick punch (there's a good variety of electrical enemies to meet!).

The further Pulseman goes in this, the wackier the game becomes! Many of the scenes will dazzle your eyes – the colours used are incredible. The whole Dulux range must be here: the light show is just fantastic! This is the most interesting platformer I've seen in quite a while. The special effects tend to turn you attention away from the fact that the level designs are typical of any *Sonic* variant.

Whether this will be released officially in the UK still remains to be seen, but I certainly enjoyed this Jap import. There's a real incentive to reach later levels and see all the wacky backdrop designs for yourself. *Pulseman* is a very lively game – there's never a dull moment – and although this won't top many charts, it's certainly got a quality many other platform titles could never match.

Mark "240V" Hill SP

PROTIP

ON LEVEL ONE WHEN YOU MEET THE BLOCK-BASHING GUARDIAN, KEEP JUMPING OVER HIM UNTIL YOU REACH THE SOLID PLATFORM AT THE BOTTOM OF THE BLOCKS. NOW YOU'LL FIND HIM EASIER TO BEAT.

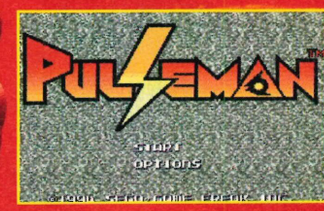


Out in the open, away from the insides of computers, Pulseman tries to figure this heap of scrap metal out.



No, not an electronic beetle, just a microchip. You've got to watch these – there's a plague of them.

SEGA
£49.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES: 8
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT: .....Video Games Centre (0202) 527314

PROview

JASON ■■■■■
Apart from the graphical gimmicks, it's an ordinary platformer.

PHIL ■■■■■
Good fun with some very interesting and original features.

CHRIS ■■■■■
Pulseman's such a great character. He's electrifying!

PROscore

GRAPHICS 87%
▲ Really smart backgrounds – the electrical effects are really lively.
▼ Forgetting the special effects, a standard platform layout is used.

SOUND 89%
▲ Wicked sets of audio effects to really give Pulseman personality.
▲ The music is unique – it makes for a really wacky atmosphere.

GAMEPLAY 79%
▲ With weird music and visuals, the playing experience is off the wall.
▼ Many old platform ideas are carried across here. *Sonic* springs to mind.

CHALLENGE 80%
▲ The compulsion to see every wacky level is a real playing incentive.
▼ Not a puzzler, just a straightforward side-scrolling platformer.

81%

Let the sparks fly – this title is full of life! One of the best platform imports seen for a while with its unique audio and visual effects.

REVIEW

MEGA DRIVE

SHINING FORCE II

The kingdom of Grans was once a happy place of peace and tranquillity. The king lived in a grand castle, and was proud to own the ancient tower: a mysterious building that was sealed off, keeping the secrets inside well and truly hidden.

But now a terrible crime has happened. A thieving rat has broken the seal and stolen the precious jewels he found within. Ah, so that was the secret of the tower. As the storms started to rage around the castle, the king's prediction that this was a bad omen was correct. Now a spirit has been sent to strike him down, and it's been left up to you to save him...

The original *Shining Force* captured the hearts of many RPG devotees, and Sega hope their sequel will shine like the stars to give the fans an even greater challenge. I can tell you that this is a lot bigger, and the battle scenes have been improved upon. So that's a good start!

You begin the quest in your bedroom at home, in the kingdom of Grans. After a farewell from mother along the lines of 'shouldn't you be getting to School now?', there is really only one place you can go – yep, the building with the bell... school!

Here you meet a wise schoolteacher who fills you in about the king. Then your classmates suggest going to the castle, and from here you learn about the ancient tower and how you can help your king.

The command screens take little time to get to grips with, and soon you'll fully understand the statistics. You have gold to spend, experience points to indicate your chances in battles, plus your overall hit points tally so you know just how close to death you are. Weapons come in all shapes and sizes, from magical spells to short swords, axes and spears.



After losing a battle out in the country, you find yourselves behind bars down in the enemy's deepest and darkest dungeon.

The general idea is to talk to as many characters as possible. Get into the story and you'll be hooked! It's an enchanting tale as you visit various towns, meet people you're advised to speak to, and engage in combat with the likes the soldiers, bats and giant rats.

Most of the action occurs during battles. On the battleground there is no route to escape – you must fight. Like chess, each of the combatants takes it in turn to move. The distance each can travel and the direction they can go is decided upon by the terrain and the character's speed rating.



The menacing devils start to spread apart. You must win this battle to protect the tower and help the king.

Engaging in battle. You and the other characters tread carefully like chess pieces. Who will draw first blood?

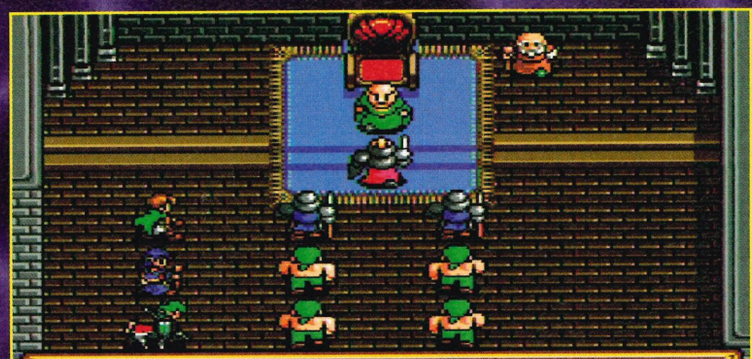
PROtip

ENSURE YOU GO SHOPPING BEFORE LEAVING YOUR TOWN. IT'S VITAL YOU HAVE HEALING POTIONS, HERBS AND A DECENT CHOICE OF WEAPONS BECAUSE ONCE IN BATTLE, THERE'S NO TURNING BACK!

Although you begin the adventure on your own, other characters soon join forces with you along the way. Each can carry various spells, weapons and potions. The strategy comes from shopping for the best weapons, magic and healing aids, remembering clues and thinking through battles – rather than just rushing in all guns blazing, as it were.

The challenges are huge. You've got to accumulate as many experience points as possible to go on fighting to the very end. You've also got to be considerate and give your allies objects to help them out too. It's vital you have herbs when your hit points are low during a battle. If you have no healing aids left, hopefully someone else on the force will have!

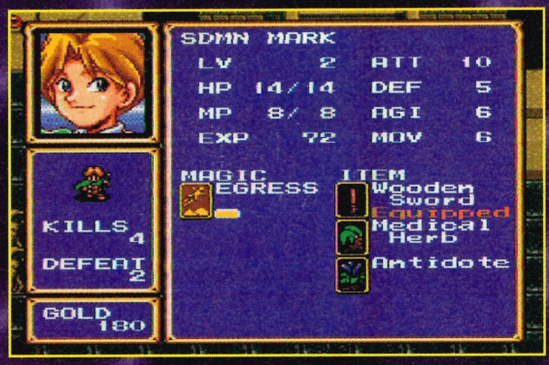
Although graphics are typical of many RPGs with a standard overhead view, at least the



In the castle the troops listen to their orders. It seems your kingdom is about to be taken to war.



When you attack or are attacked, the screen changes to a side view. It's effective too.





Command screens are easy enough to read. The various figures help you to fight a battle using the best tactics.



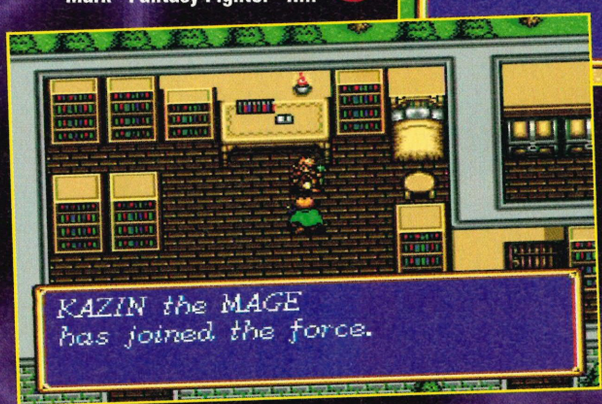
screen changes to a side-on view during battle sequences. The repetitive sounds can be annoying after a while, although battle scenes are accompanied by a suitably dramatic change in music!

The improved plot, varying abilities of the different characters and a large stuffing of monsters, puzzles and character interactions makes this the most appetising RPG I've played in a long time. For anyone who owns *Shining Force*, the sequel is a must. Up to four players can participate, and with a save facility too, this is a package that should provide many hours of absorbing RPG action and strategy.

Mark "Fantasy Fighter" Hill SP

Visit this shop on the outskirts of town. You can buy or sell to ensure you go into battle fully equipped.





This is the fifth character to join forces with you. Each character has a fair few differing abilities.



In the king's room all is not well. An evil spirit is threatening to strike him down – you've been asked help.



SEGA
£49.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES: .....n/a
SKILL LEVELS: 4
FEATURES: .....save game
CONTACT:.....Sega
(071) 3733000

PROview

JASON ■■■■□
Bigger and better than the original, this is a must for RPG fans.

PHIL ■■■■□
The battle sequences are excellent for once, requiring good strategy.

CHRIS ■■■■□
A very polished RPG that'll keep you hooked till you finish it.

PROscore

GRAPHICS 79%
▲ Clear command screens and scrolling views make it easy to get into.
▼ Not the best graphics you'll ever see – the usual RPG overhead layout.

SOUND 67%
▲ The Star Wars-style music during battles helps to build up the drama.
▼ Many of the sounds are far too repetitive and can get on your nerves.

GAMEPLAY 87%
▲ A well-designed RPG with plenty of interaction and great battle sequences.
▼ Possibly you're given too easy a ride in places.

CHALLENGE 90%
▲ The further you go in this, the less likely you'll put it down.
▲ Bigger than the original with improved battle scenes to really test your tactics.

88%

There are not many RPGs released officially in the UK, but *Shining Force II* makes up for it. All you ever needed in an RPG is here!

REVIEW

MEGA DRIVE

J.LEAGUE

PRO-STRIKER





This handy screen lets you choose your team formation. I can't see any 10-1 strategy though.



It's a goal, it's a goal, IT'S A GOAL!!! Well done Gary Lineker, we're not worthy.

A lot of people might not know this, but the J League is Japan's answer to our very own Premier League. Although it is still only a few years old, it has already built up quite a following amongst the fans. To be frank with you, I've never actually seen any J League matches before, so I'm really not too sure what to expect. Seeing as it's the Japanese version of good old British footy, I would imagine that it would be livened up by giant 20-foot-tall Manga robots acting as goalies, scantily-clad fox-women as midfield players and strange fluffy bunnies as the strikers! Hey, I've seen *Akira*; I know where the Japanese are coming from...

Can you imagine my surprise then, when I actually started to play the game? Gone was any trace of power-ups and guns, and in came the harsh reality of 11-aside, bruised-shin, mud-in-yer-face football! It's remarkably similar to the original *J League* game released last summer – perhaps too similar.

The big difference is that it's now up against some really hot competition – namely *Sensible Soccer* and *FIFA*. Can the boy wonder strut his stuff and score the goal, or will the two giant defenders strip the ball off him before he even has a chance to move? Over to Brian and Jim in the commentators' box to find out...

"...And you join us just as *ProStriker 2's* charging down the wing with his basic overhead viewpoint, but sadly it doesn't do much to shake off either of the other players, does it Jim?!"

"That's right, Brian! Ever since the early days of footy sims, when *Kick Off* was a huge success, every other game has been trying to copy this winning formula. Unfortunately, only *Sensible Soccer* has managed to pull it off! Anyway, seeing as that little stunt didn't work, *ProStriker's* trying to gain the upper-hand with his artificial intelligence..."

"No way, Jose! If you look carefully, you'll see that all of the sprites run in set patterns. Hardly any thought's been given into making them move realistically. A good example is when two players from the same

PROtip

KEEP AN EYE ON YOUR PITCH RADAR. THIS IS A GREAT HELP IN PULLING OFF THOSE INCH-PERFECT PASSES, AS WELL AS MONITORING JUST WHERE EVERYONE ELSE IS. REMEMBER: LOOK AROUND FOR YOUR TEAM-MATES, SON



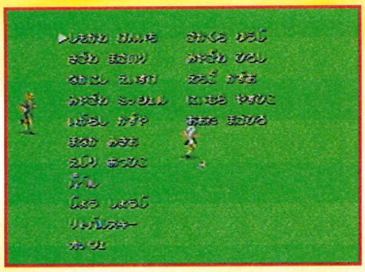
So, what team do you want to be? What's that? No, you can't be Manchester Utd.



The final score in my epic match against Chris: I won (naturally) and Chris lost (HA!).







"Erm, Brian, what does it all mean?..."
"Why, its the subs screen, of course!"



team are running close to one another and they start to 'mimic' each other's moves; it's almost as if there's a mirror in between then, because exactly the same frames of animation are being used! As you can imagine, Jim, this gives the game a very shoddy appearance..."

"I bet it does, Brian!"

"Oh, but wait! *ProStriker*'s trying to weave into the inside with his amazingly atmospheric sound! Can he do it? The tinny title and menu music blare out, and oh my, they only just manage to get the job done! Can the in-game sound effects finish the job off? NO! No, they can't! In fact, the sound is terrible!!!! What will poor old *ProStriker* do now?"

The crowd go wild! Well, wouldn't you if you'd just seen me score?





Would you just look at the way Mark handles the ball? The guy's a genius, I'm telling you!



"What a glorious pass that was! He ran straight PASS the ball!" "Sad, Jim, very sad..."

"I think we're just about to find out, Brian! He's trying for a last-second goal with his playability! Can the lad pull a rabbit out of the hat yet?"

"I think he might just be able to, Jim!! In two-player mode, the game's very playable – and in four-player mode it's even better! OK, so it might not be up there with *FIFA* and *Sensible*, but its still pretty darned impressive! In one-player mode, things aren't so hot, the main problems coming from a shoddy control method!"



And its ANOTHER goal! Can the boy do no wrong?!

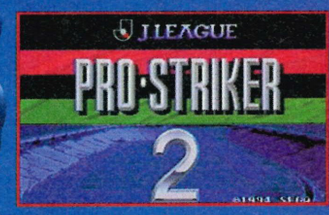
"So, as expected, the ball just skimmed the posts and *ProStriker 2* missed out on his big chance of promotion. Maybe *ProStriker 3* can do better, but as it is, this is one player who is as sick as the proverbial parrot (and other sad footy-inspired puns)."

Mark "Big Balls" Pilkington SP



I can't believe it! I didn't know Vinny Jones played in the J League!

SEGA
£65.00
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS: 4
STAGES: .....n/a
SKILL LEVELS: 4
FEATURES: battery backup
CONTACT: .....Video Games Centre (0202) 527314

PROview

PHIL ■■■□□

I always thought *J League* was over-rated, and this is no improvement.

CHRIS ■■■■□

An enjoyable footy sim – best played in two- or four-player mode.

JASON ■■■■□

Still a great game, but disappointingly similar to the original.

PROscore

GRAPHICS 58%

▲ Some neat animations of the players as they get fouled and booked.

▼ Ropey scrolling and messy sprites don't make for a pleasant sight.

SOUND 47%

▲ At least some attempt's been made to give the crowd a bit of life.

▼ White-noise city! Nothing in this game sounds realistic.

GAMEPLAY 75%

▲ Two- and four-player modes produce some deadly grudge matches!

▼ A dodgy control method and unintelligent player positioning.

CHALLENGE 84%

▲ Beating all 12 computer teams will take some doing.

▼ Resisting the temptation of *Sensible Soccer* and *FIFA* is a challenge.

78%

Not very different to the original *J League*. Definitely second-division stuff when compared to the likes of *FIFA* and *Sensible Soccer*.

REVIEW

MEGA DRIVE

ESCAPE FROM MARS

STARRING TAZ





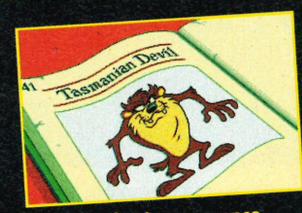
Food items such as these will restore a little energy. Taz will eat anything though.

We've seen guardians such as these before. Learn its simple attack pattern to defeat it!



Taz is a devil of many talents; including his ability to dig deep into soil and explore new areas.





The introduction sequence brings Taz out of a book – and so the story of the Tazmanian devil begins...

PROTIP

RATHER THAN JUMPING INTO A TRICKY SITUATION NORMALLY – ALWAYS PROTECT TAZ BY SPINNING INTO THE ACTION. BEING TOO HESITANT IS LIKELY TO BE MORE DANGEROUS!

He's a devil, he's fast and he has a hurricane spin that blows others off his path. Cheeky, talented and undoubtedly one of the most popular Loony Toon characters, Taz now stars in his second MD adventure – *Escape From Mars*. All the Warner Bros. big shots are here: Wile E Coyote, Road Runner and Speedy Gonzales. It's time to toon in to Taz and start digging dirt, ricocheting off walls and buzz-sawing through obstacles! Watch his appetite though – he'll eat anything, including dynamite and time bombs!

Hot-tempered, slapstick, tricky action – are you ready for it? For those with a short temper, as joypads crack against walls, escaping from Mars could be just what you need. You see Taz is a devil, and he loves to take himself out for a spin to cause havoc! Lets dig a little deeper...

This sequel features six levels, each split into three sections, with other toon characters, a variety of Taz moves, Sonic-style speed and action, and most importantly of all for this cartoon spin-off – an accurate personality of the devil we all love!

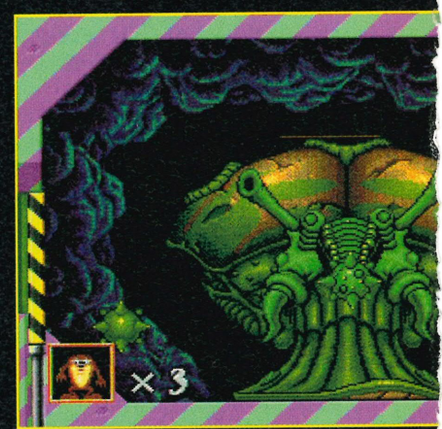
And to play as Taz is fun – not just because he eats anything, but because his facial expressions change so much throughout the game. But the diet this devil has causes all kinds of problems. A tasty hamburger or a delicious turkey is fine: the energy bar will rise. But if he stumbles across a bomb or a stick a dynamite, bang! – it's that cartoon frazzle as Taz turns black in a puff of smoke. You'd think it would easy to avoid such hazards, but when he's in a spin, and the screen scrolling is in top gear, there's little time to see where you are going!

Typically for a platform game, each of the levels is littered with power-ups to give Taz weaponry and energy. The first-aid kit is the best replenisher of energy, boxes of rocks are good for stoning the enemy, while gas enables Taz to torch them. Bombs and objects can be picked up and thrown – even while spinning.

Include the vehicles such as chariots and motorcycles that Taz can ride, plus his abilities to dig under the ground, ricochet up vertical channels and spin around curved rocks upside down, and you have a lively cartoon with speedy gameplay similar to *Sonic*.



Planet X is a weird place – the backgrounds have been very well drawn. Meet many weird enemies.



But how long will it be before games of this type die out? The level designs are old, the enemy attack patterns have little variety, and guardians are predictable. Oh, that platform template is used again. Same old 2-D scrolling, same old energy bar, same old ledges and spikes...

That's my only moan. Animation brings out Taz's personality, but the levels suffer from a lack of originality. Don't expect any jaw-dropping stuff. *Escape From Mars* is great if you're in a bad mood. It's also perfect for any Taz fan. But an improvement in the design and a less predictable challenge would have made this an even better title.

Mark "Whirlwind" Hill SP

TAZ TRICKS



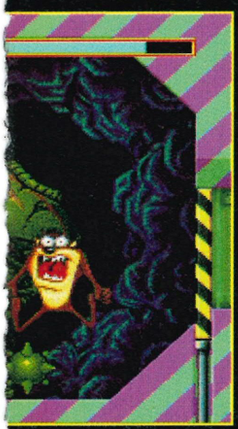
You always need to enter these transporters to reach the next stage of a level.



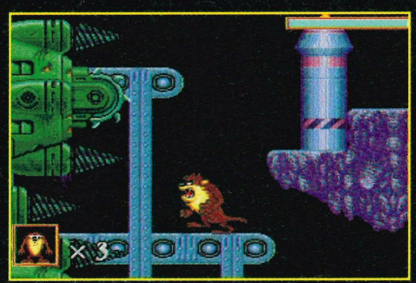
Now this is what Taz does best – spinning up walls to reach high places. It's a fun way of doing it.



Once through the shrink ray, Taz becomes a little devil. Now he can pass through the narrow gaps.



The first guardian can only be attacked when his eyes pop out. Spin around the edge at all other times.



Taz is in trouble – the machine will catch up with him if he stops moving. A dramatic level indeed.



If you eat these bombs...



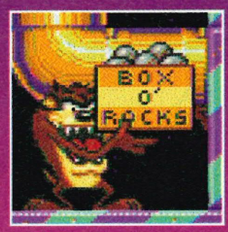
...you get blown away.



Find some gas...



...and use it to torch an enemy.



Rocks make great weapons – just find a box.



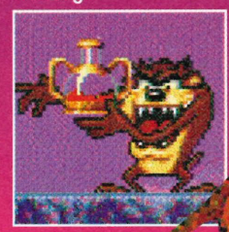
That all-important extra life – Taz will eat it though!



Foodstuffs like these restore a fraction of Taz's energy.



First-aid kits are the best energy restorers.



These potions, when drunk, will shrink Taz for a while.

Secret rooms contain items like extra lives and first-aid kits. Never assume walls are solid!



Now this is yet another familiar platformer feature – water slides. Taz seems to love the



SEGA
£TBA
OUT: SEPT



CART SIZE:.....16Mbit
PLAYERS: 1
STAGES:.....6
SKILL LEVELS: 1
FEATURES: .....continues
CONTACT:.....Sega
(071) 3733000

PROview

JASON ■■■■□
Another enjoyable Taz adventure, if not quite up to *Sonic* standards.

PHIL ■■■■□
Nothing really new here, but it's great if you loved the first game.

CHRIS ■■■■□
One of the funniest game heroes around makes a welcome return.

PROscore

GRAPHICS 84%

▲ **The lively Tazmatic animation brings out the toon hero's personality.**

▼ **Level designs are unoriginal – a common criticism of platformers.**

SOUND 85%

▲ **A toon-ful selection of sounds to bring out the Warner Bros style.**

▲ **The tone of Taz's spin gets higher and higher – it sounds really smart!**

GAMEPLAY 79%

▲ **Taz can do many things in a spin, making for more interesting action.**

▼ **Power-ups, mobile ledges, guardians – predictable stuff.**

CHALLENGE 80%

▲ **Not easy – getting used to Taz's movements is a lot of fun though!**

▼ **Predictable platform action lacking original challenges (like sub-games).**

83%

A fast-paced toon entertainer let down by its watered-down *Sonic* look. It gets you in a real spin – but for a super-spin, *Sonic* still leads the way.

For Sale... Penpals... Wanted... Help... Swap... Clubs...

READER'S ADS

FOR SALE

Commodore 64 computer and accessories for sale. Hundreds of games, keyboard, manuals... everything in excellent condition (the music system is of a very high quality). Tel (0202) 536230.

For Sale Spectrum 128K with over 150 games for £100. Will swap for *Fatal Fury* or *Street Fighter II*, plus 1 basketball game for the Mega Drive (or five old games). Interested? Contact David on (0689) 861265.

Game Gear, 11 games boxed with instructions, *NBA Jam, Cool Spot, Mortal Kombat, Summer* and *Winter Olympics, Terminator, Sonic 2* and *Chaos, Mickey* 1 and 2, Case, Car Adaptor, Headphones and mains. Worth £500, will sell for £190 ono. Tel: (0252) 836272.

Game Gear games for sale: *G-Loc, SOR, Wonderboy, Super Kick Off, Super Monaco, Columns, Sonic 2* – all £5–10. Write to: E Wong, 69 Woodlops Rd, Shirley, Solihull, West Midlands B90 2RP. All games are boxed with instructions!

Mega Drive II, Two Control Pads, Game Genie, Master System Converter, 2 Master System games, 10 Mega Drive games – all top titles. As new £550, will accept £350 ono. Tel Margaret on Bellshill (0698) 747624 after 9pm weekdays.

Mega Drive with 2 control pads and 14 of the latest titles, inc. *NBA Jam, Landstalker, PGA Euro Tour* and *Subterrania*. £350 ono. All boxed and in excellent condition. Tel Lee on (0282) 458177.

Mega Drive games for sale. *F1* £22 and *Street Fighter II SCE* £22. Tel: (0250) 875108.

Master System 2 for sale with 2 control pads and 8 games including *Sonic 2, Tom and Jerry, Donald Duck* and *The New Zealand story*. Good condition. Boxed as new. £70 ono. Phone (0276) 25561 after 6pm.

SNES for sale. Including ten top games – *SFII Turbo* and *Super Mario Kart*. All boxed with one pad and one Propad. The usual price is £660 but you can get it for £300. Phone Tom on (0745) 710425.

Mags for sale. Sega Pro 1–20, 24 and 25. Mags include freebies. £25 the lot or £1 to £2.50 each. Phone James on (0273) 834842.

Game Gear for sale with 8 good games and carry case. Power adaptor and battery pack all boxed with instructions. Worth over £300, will sell for £160. Tel: Richard on (0440) 704538.

For Sale Mega Drive game *Virtua Racing*. Hardly used, bargain at only £35. Tel: (0422) 310430 after 12pm.

I'm a 13/14-year-old male looking for a penpal prepared for a laugh. If possible enclose a photo please. Must be into CPU games. Write to moi at 69 Victoria Road, Sutton Coldfield, W/M, B72 1SN.

For Sale Unused *Madden '94* game for the Mega Drive. Will sell for £35. Tel: (0928) 701972 and ask for Patrick. Hurry, I may have a buyer (unwanted competition prize).

PENPALS

Hi! I am a 12-year-old boy looking for a girl penpal aged 10–13 who likes Sega, 'Greenpeace', films and music.

Hi I'm looking for a penpal aged 20–24 who's into sport, music and the Mega Drive. So, if you're bored, please write to Neil Stone, 7 Tilney Road, Dagenham, Essex RM9 6HL

I'm 20 years of age, male, and looking for overseas penpals. Please write to 'A mystery person', 55 Little Parks, Holt, Wiltshire, BA14 6QR. Thanks.

WANTED

Wanted *Landstalker, General Chaos, Chaos Engine, Lethal Enforcers, SOR 3.* I can swap *Skitchin', Subterrania, Sonic 3, Dragon's Revenge, Jungle Strike* and *Hellfire* amongst others. Tel: (081) 3467873 anytime and ask for Craig.

Wanted Cheat for *Alien Storm*. If you have one please send it to 34 Southgate Road, Potters Bar, Hearts EN6 5DZ.

Wanted *Ecco the Dolphin* XS complete solution for Mega Drive – will pay generously (picture version ie maps!). Tel: (0507) 343254 anytime. Free game to first caller. Will pay for post and packing.

Wanted Fatality moves for *Mortal Kombat* on the Master System. If you can help please send them to MAC at 6 Gleave Road, Leminington CV31 2JT. Somebody reply, please!

SWAP

Swap my Master System converter and *Super Space Invaders* game for your Mega Drive game. Any game considered. *Virtua Racing* for sale £45. Wanted: *SOR 3* and *Greatest Heavyweights*. Tel: (081) 3467873.

Swap *Sonic 3* for *SFII Turbo* and *Mortal Kombat* for *Fatal Fury*. Tel: (081) 7414936.

Swap *Mortal Kombat, Micro Machines* and *EA Hockey* for *F1, Landstalker* and *PGA 2* on the Mega Drive. Tel: (0253) 593332.

Swap *Sonic CD* for *Aquatic Games* on Mega Drive or sell for £20. Write to Lee Murphy, 10 Richmond Road, Bebineton, Wirral, Merseyside L63 7QW.

Swap *Sonic 2* for *Micro Machines, Bubsy* or *Rocket Knight Adventures*. Write to Paul Blackburn, 1 Lansdowne Close, Tiptree, Colchester, Essex CO5 0NT.

I will swap *Talespin* and *Moonwalker* for *FIFA* or *Cool Spot*. Telephone (0034) 242591 and ask for Liam or write to 24 Nevill Rd, Snodland, Kent MZ0 6HQ.

Swap *Street Fighter II* for *Landstalker*. Tel: (051) 4863846.

CLUBS

Sega Mega Club! Swap games and get free tips! Also, in the club, you'll get £15 off games and other games for only £10. Call me on (0247) 459818.

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Fill in the box IN BLOCK CAPITALS with one word per square, cut the coupon out and send it to: FREE READER'S ADS, SEGA PRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF

Grab those issues you might have missed!

SEGA PRO BACK ISSUES



ISSUE 17 £2.50
You'll find an exclusive look at Global Gladiators in this issue together with fully-detailed incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many more.



ISSUE 18 £2.00
Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD)...



ISSUE 19 £2.75
Read the exclusive review of Cool Spot on the Mega Drive inside – only in SegaPro. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Spider-Man 2 (GG), The Humans (GG)!



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An impressive package. Not only a 100-page magazine bursting with exclusive information, but also pages of cool tool Unbelievable reviews. Reviews include Final Fight (CD), Jaguar XJ220 (CD), Wolfchild (CD), Battletoads (MD), Flintstones (MD), Shining Force (MD), Andre Agassi Tennis (MS), Global Gladiators (GG)...



ISSUE 21 £2.75
Be amazed at the eight-page poster pull-out on the most awaited game of the year, Street Fighter II. And then read essential, fact-packed reviews of Marky Mark: Make my Video (CD), Willy Beamish (CD), Andre Agassi Tennis (MD), Captain Planet (MD), Muhammed Ali (MD), Tecmo World Soccer (MD), Home Alone (MS)...



ISSUE 22 £2.75
Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS).



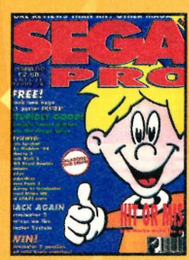
ISSUE 23 £3.00
Amazing new-look SegaPro which comes with an essential Street Fighter II T-shirt transfer (three designs to collect; only one with each issue)! 116-pages of pure adrenalin, 27 full reviews, 4 pin-up SF II posters. Reviews include Devastator (CD), Ecco (CD), Make my Video: INXS (CD), Night Striker (CD), General Chaos (MD)...



ISSUE 24 £32.75
Packed 116-page issue featuring 25 top reviews. Included in the line-up are Silpheed (CD), Bart's Nightmare (MD), Chuck Rock 2 (MD), Fantastic Dizzy (MD), Haunting (MD), Shinobi III (MD), F1 (MS), Wolfchild (MS), Andre Agassi Tennis (GG), Mortal Kombat (GG), James Pond II (GG), Star Wars (GG)...



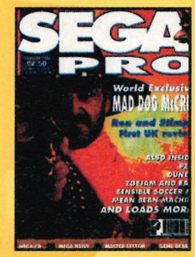
ISSUE 25 £2.75
Incredible world exclusive this month as we take the first look at Aero the Acrobat, Street Fighter II, Sonic CD, Dune CD, Zool, Gods and loads of more top news, previews, reviews, tips and the rest of the stuff that makes SegaPro the UK's top Sega magazine! Oh, and don't forget Aladdin...



ISSUE 26 £2.75
Packed 116-page issue featuring 27 top reviews. Included in the line-up are Sensible Soccer, Sonic Spinball, John Madden '94, Chuck Rock 2, Zombies Ate My Neighbours,Landstalker, James Pond 3, Desert Strike (MS), Terminator 2 (MS) and loads more stuff that's just too good to mention...



ISSUE 27 £3.25
Packed 116-page issue featuring 21 top reviews. This month we took a squint at the perennial Dragon's Lair, Aero the Acrobat, Lethal Enforcers, Microcosm and the brilliant FIFA International Soccer. But better than that, we announced the best game of the year and provided our biggest-ever free book! Phew.



ISSUE 28 £2.75
There's no stopping SegaPro when it gets in its stride. So we just had to beat everyone to the world's first look at Mad Dog McCree, Ren and Stimpy, as well as in-depth looks at Dune II: Battle for Arrakis, Mean Bean Machine, Sensi Soccer for the Master System and... you'll just have to buy it to find out!



ISSUE 29 £2.75
The big news from Sega this month was the release of Virtua Racing and Sonic 3, two games previewed in-depth to check the hype from the tripe. Also, we gave away free stickers of Tengen's Dragon's Revenge pinball game and checked out Eternal Champions, Micro Machines (MS).



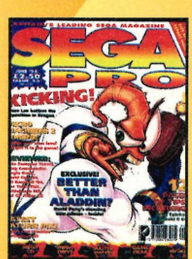
ISSUE 30 £2.75
A new look this month and yet another freebie – this time a cable winder for your joypad. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster Jason Johnson himself. We also have the world exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive reviews of Shadow of the Beast 2 CD, Jammit and Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning ne w platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month – free stickers and a free Mortal Kombat comic! Some-times we amaze even ourselves...



ISSUE 35 £2.75
Let us tell you about some games this month... How about Mortal Kombat II, or the first review of Super Street Fighter II, or the first list of Mega Drive 32 releases and specs of the new machine itself. Or even the first info on Sonic and Knuckles. When it comes to the latest Sega info, we think you know what we're trying to say...



ISSUE 36 £2.75
What an action-packed issue. There's an exclusive first look at Spider-Man: Maximum Carnage, plus exclusive previews of Putty Squad (MD), Kawasaki Superbikes (MD & GG) and Lemmings 2 (MS & GG). Mortal Kombat II gets reviewed on MD and GG – decorate your T-shirt with our special MKII iron-on transfer!

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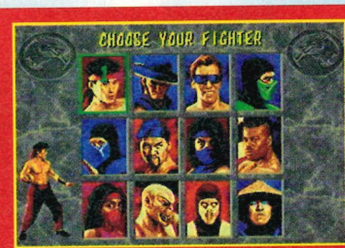


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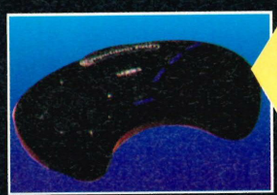
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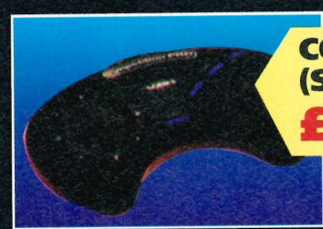


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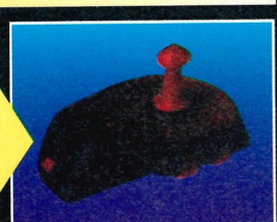


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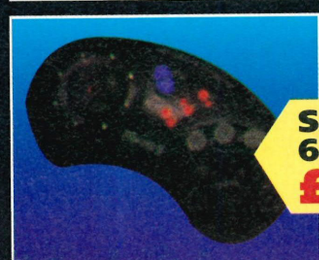
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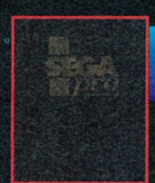


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Another knockout round of tips comes your way. Following last month's SFII guide, we bring you a massive six-page special on Mortal Kombat II for both the Mega Drive and Game Gear. There's also some more top tactical tips for Dune II, Marko's Magic Football passwords and the rest of those FIFA Soccer CD secret game modes you've been waiting for...



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Don't forget, we always reward the best tipsters of the month. This time it's good old Acclaim who are generously providing the prizes: a special bag of goodies for the three top tipsters.

There'll be more prizes up for grabs next month. To stand a chance of winning, phone in your tips on (0202) 299900 between 10.00am and 5.00pm to claim. Or simply send your tips in to the address shown above..





Hidden characters, special moves and victories – all is revealed! MD....76

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TIPS HELP



If you need help, there's only one place to turn: a professional tips counsellor. 'Dr' Jason Johnson invites you into his clinic to solve all those embarrassing gaming troubles 82

TIPS

MEGA DRIVE



MARKO'S MAGIC FOOTBALL

PASSWORDS

A neat little platform game with a novel idea of kicking a ball around. Here are the passwords (note that not all levels have them)...

The Cellars: ..... **HAUNTING**
The Sewers 2: ..... **GUNGETNK**
Industrial Zone: ..... **GARAGE**
Suburbia 3: ..... **TRAFFIC**
The Forest: ..... **ELF**
The Forest 2: ..... **BARREL**
Toy Factory: ..... **WINDUP**

PUGGSY

PASSWORD CHEATS

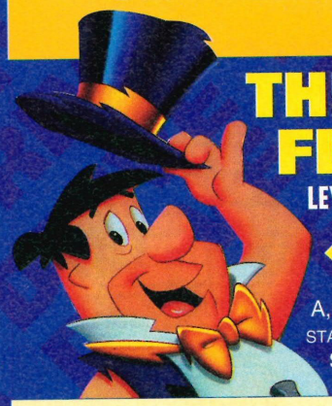
If your cute little alien is still stranded on that weird planet, here are some very special passwords to reach any level and the end-of-level bosses...

Access to all levels:
600 276 007
714 325 661
027 316 576

End-of level raccoon:
377 503 570
653 677 333
740 161 204

End-of-level galleon:
377 501 770
653 677 333
740 161 204

Access to other end-of-level bosses:
205 632 654
640 215 777
227 413 146



THE FLINTSTONES

LEVEL SELECT

Yabba dabba doo! Here's a level select to let you zip through Bedrock. On the title screen, hold A, B, C and LEFT together. Let go and press START. Now press the D-pad to skip levels.

Sadie Lunn, Tunbridge Wells

STREETS OF RAGE II

LEVEL SELECT

A quick cheat for this old favourite. Hold down A and B on the second joypad when selecting options to access a level select, extra lives and two extra difficulty levels.

Nathanael Page, High Wycombe

ROBOCOP VS TERMINATOR



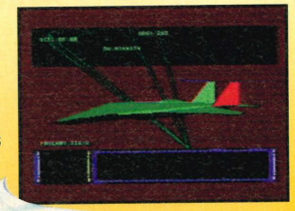
CHEATS

To make this gory platform shoot-'em-up a lot easier, here's how to obtain 54 lives. Just pause the game and press C, C, A, A, B, B, C, C, A, A, B, B.

To stay in midair, go near the edge of a platform and press A, B and FORWARD as you fall. You can fall and stop a few times.

To go to the end-of level boss, pause the game and press A, B, B, C, C, C, B, A, A, B – you should hear ED-209's footsteps. Unpause, press DOWN and then UP and JUMP at the same time. This will work from stage 2 to 9.

MIG-29



LEVEL CODES

Forever getting shot down in flames? Then say 'tally ho, chocks away!' (or something like that) with these high-flying level codes...

1 ECFPGTVDFBAJZB
2 KHXNWRJAGGGOHH
3 SNUMNT1FJGRDOD
4 OTUTMCMQDCTVJA
5 KRSTOVCOELXQLG



SONIC 3

SUPERSONIC

First complete the game, save it to the battery backup, then select your level (don't choose the Marble Garden or Hydrocity zones, though). Now go to the bottom left from the start and you'll find a special stage. Complete that and you'll be rewarded with a Chaos Emerald. Reset the machine and return to the battery backup screen and, if you've done it correctly, your Emerald will have been saved. Now repeat this process to collect all the Emeralds. You will now be able to complete the game properly and see the correct ending.

If you return to the battery backup screen, the clear picture will now show Supersonic. From here, select your starting level and collect 50 rings. If you now press jump while in the air, you'll be transformed into Supersonic.

Will Fawcett, Newbury

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GAUNTLET IV CHEAT

The pass-codes for one character can be used for all the others, as long as the same name is given for each. For example, if using the Elf's code and he has been given the name Dave, then if you enter the same code for the Warrior, his name must also be Dave. Just in case you missed them, here are those useful pass-codes again...

Warrior:	**YLOG:**	**J4E97**	**X-TE8**
	68XOP	**W09+W**	**3+CX1**
Warrior:	**Y6TDR**	**7GORL**	**94TE9**
	47CD5	**A4X6R**	**3+CLP**
Elf:	**9FYWR**	**MP7:9**	**90JU-**
	XP+5X	**+KDP=**	**-C3RH**
Valkyrie:	**:ECTML**	**-FU9**	**F9994**
	=135G	**-8+0T**	**X4M:Y**

Melanie Fuller, Liverpool



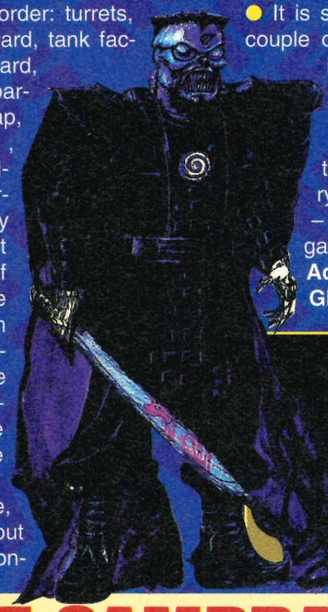


DUNE II

TACTICS

- When being attacked, watch from which direction the enemy approaches. From this you can tell in which direction their base is.
- Never attack the front of an enemy base – take a very wide sweep around to the rear instead.
- When fighting the Atreides, they never attack first – only when provoked. So only launch an attack when your base is of the utmost standard.
- Always use an absolute minimum of four refineries.
- The defensive wall isn't very effective, so always use it two or three layers thick, with tanks on the outside.
- Use trikes and quads for reconnaissance, tanks for fighting enemy units, and launchers for bombarding enemy fortifications.
- When attacking an enemy base, try to destroy the structures in the following order: turrets, construction yard, tank factory, repair yard, space port, barracks, wind trap, outpost, palace, hi-tech, refineries, silos. Only the turrets that have a line of sight to the route by which you're attacking need to be destroyed – don't waste time on the others.
- If possible, attempt to put an MCV/construction yard on the same bedrock as the enemy base. Then build a wind trap and tank factories (don't bother with foundations) as this saves time instead of sending tanks from your main base. Even better is to place an MCV/yard on the enemy's concrete slabs, as this uses their power and allows you to hinder them by putting turrets, walls etc in the middle of their base.
- Only put short-range turrets on the part of your base the enemy is attacking, but use them as a wall in that area.
- In the later levels, the enemy use two bases so look for the tell-tale construction yard in their main base.
- NEVER use your launchers to fight any enemy units as they never hit – but the enemy will kill your launcher.
- It is sometimes useful to build a couple of MCV/yards in your main base to speed up construction and repair.
- A space port carries no real advantages as it does the same as a vehicle factory except more expensively – although sometimes bargains may be found.

Adam Roberts, Mid Glamorgan

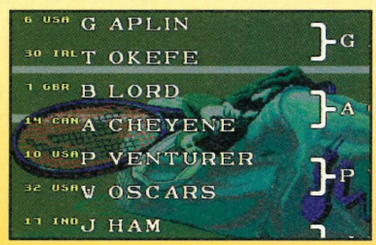




PETE SAMPRAS

TOUR PASSWORDS

We've printed some of the passwords before. Now for your convenience here's the full list…



1	START
2	CAR
3	VEGAN
4	STAR
5	LCD
6	WALL
7	SINKORSWIM
8	SHELF
9	WINDOW
10	POOL
11	LUCKY
12	HOUSE
13	CUE
14	DURHAM
15	JUMPING
16	HAPPY
17	MEGA
18	PLAYPETE

PLAYING PETE

A little tip for playing against Pete Sampras is that doesn't like drop shots followed by lobs.

John Marshall, Chester-le-street

SONIC CD

VISUAL MODE

First choose Time Attack and press LEFT to play any on the special stages. After playing the stage, exit back to the option screen. There will be the DA Gardens cheat that we've already printed. But if you press RIGHT, there will also be a Visual Mode where you can see the intro, good and bad ending to the game, and a pencil mode where you can see rough drawings of Sonic.

John Kattri, Smethwick



FIFA INTERNATIONAL SOCCER

SECRET MODES



Last month we revealed four of the hidden game modes. Here they are again, along with the other four – as promised. The codes are revealed when you win the tournament with various teams. However, you don't need to do this to use them. Just go to the options menu and, with the ball at the top of the screen (on Half Time), type in each code. If you have trouble getting it to work, exit the Options menu then re-enter it and try again…

SUPER POWER
Increases the size of the power bar by 25% for bigger kicks, passes and shots!
Press B, A, then B eight times to activate.

INVISIBLE WALLS
The ball can't go out of bounds (it bounces back if shot over the lines) – try clever ricochet shots!
Press C three times, B, A three times, B to activate.

CRAZY BALL
The ball physics are altered so it could go anywhere!
Press C, A, B, C, C, B, A, C to activate.

CURVE BALL
Aftertouch is exaggerated for super-bendy banana shots.
Press B, A, C, B, C, C.

SUPER GOALIE
Turns goalkeepers' attributes up, making it harder to score.
Press A five times, then B five times.

DREAM TEAM
Makes the user's team near unbeatable by turning up all their players' attributes.
Press A, A, B, B, C, C, A, A, to activate.

SUPER OFFENSE
Turns up the offensive attributes for the user's team.
Press A five times, B, C to activate.

SUPER DEFENSE
Turns up the defensive attributes for the user's team.
Press B five times, C, B, to activate.

STELLAR-FIRE

STAGE SELECT

A naff 3-D shoot-'em-up, but anyway here's a cheat. Highlight the word 'Normal' on the start-game/difficulty screen. Press A to cycle through the settings until the normal setting reappears. Still holding A, hold C and START. With all three buttons held down, press UP for every level you want to skip - a chime will sound for each.

Stephen Gray, Forfar



TIPS

MS GG

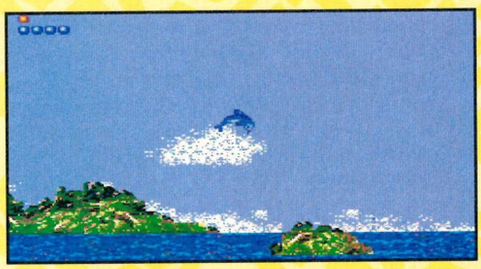


ECCO THE DOLPHIN

LEVEL CODES

Ecco swims onto the Master System for another underwater adventure. Things are bound to go swimmingly with these codes for all 13 levels...

1	QFFUB
2	QJJEC
3	WNVKD
4	UCERJ
5	KNVAF
6	CKRMG
7	CKJWH
8	MYISJ
9	YUKOV
10	GSCQM
11	UYPKC
12	YAPOW
13	QWQCK



SONIC CHAOS

INVINCIBILITY

Choose Sonic and during the game, press UP and JUMP. Keen pressing JUMP and holding UP until Sonic starts glittering. He'll be invincible until he stops running at top speed.

BATMAN RETURNS

LEVEL SELECT



On the title screen, hold UP and buttons 1 and 2. When the title screen disappears, let go of the buttons and press UP. Select the level to start on by moving UP and DOWN.

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MORTAL KOMBAT

00C48848	Infinite energy (player 1)
0DCC1AA4	Infinite energy (player 2)
00C40B07	Infinite continues
00C43639	Infinite time

SPACE GUN

00C48848	
00C48948	Energy bar

DESERT STRIKE

00CED503	Infinite lives
00CEDE08	Infinite Hellfires

ALADDIN

PASSWORDS



1	AJGJ
2	LAEA
3	ASNF
4	DMIA
5	INSI
6	NEUA
7	AALG
8	BLTO
9	UIAN
Invincibility	AIQY

Adam Vera, Zimbabwe

COOL SPOT

CHEAT SCREEN

Go to the options screen, point the arrow at the 'music' option and press right, right, right, left, left, left, right, left, right, left.

KRUSTY'S SUPER FUNHOUSE

PASSWORDS

LEVEL 2	SELMA
LEVEL 3	SCRATCHY
LEVEL 4	SKINNER
LEVEL 5	GROENING
OPEN ALL DOORS AND INFINITE LIVES	TRACY

ROAD RASH

PASS-CODES

Level 2
34531 00NK1
010IP 22CC0
Bike: Shuriken; Money: $7,560

Level 3
11151 02121
105R4 33653
Bike: Kamikaze; Money: $20,820

Level 4
51111 059G1
004L0 47VHE
Bike: Diablo; Money: $54,240

Level 5
11101 07100
10HBC 57099
Bike: Diablo; Money: $72,240

SHINOBI III

LEVEL CODES



Here are those all-important codes for the third game in the popular ninja series...

Pink	C0444
Blue	50858
Yellow	10373
Green	B02F2
Pink Crystal	FD9D8
Blue Crystal	D4939
Yellow Crystal	F5958
Green Crystal	BF26A

Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

BATMAN RETURNS

00C02103 Infinite lives
00C1590A Infinite energy
00C01F02 Infinite specials

SHINOBI 2

00C02404 Infinite energy

CRASH DUMMIES

00C08B05 Infinite lives

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TIPS

MEGA DRIVE

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MORTAL KOMBAT II

TIPS GUIDE



LIU KANG

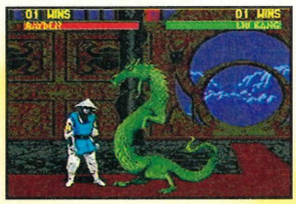
One of the survivors from the first game, Liu Kang defeated the evil Shang Tsung in the background story. Back with a new pair of trousers, he still boasts lots of speedy Kung Fu moves including a brand-new bicycle kick.

SPECIAL MOVES

Standing Fireball: FORWARD, FORWARD+HIGH PUNCH
Kang can do his fireballs on the ground or in mid leap.
Crouching Fireball: FORWARD, FORWARD+LOW PUNCH
This low version of the fireball will have your opponent jumping.
Flying Kick: FORWARD, FORWARD+HIGH KICK
This fast high kick sends Liu shooting across the screen.
Bicycle Kick: Hold LOW KICK for 3 seconds then release.
Liu flies feet first at the opponent, landing several blows.

FATALITIES

Dragon: DOWN, FORWARD, BACK, BACK+HIGH KICK (up close)
Wheel Kick: circle 360° anticlockwise, away from opponent



Pit/Spikes: BACK, FORWARD, FORWARD+LOW KICK

BABALITY

DOWN, DOWN, FORWARD, BACK+LOW KICK

FRIENDSHIP

FORWARD, BACK, BACK, BACK+LOW KICK



BARAKA

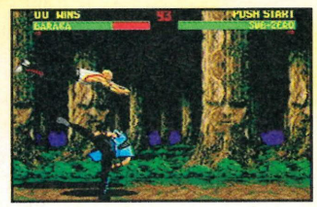
New character Baraka is the king of a fierce race of nomadic mutants. A commander in the evil Shao Khan's army, this flamboyant fighter is armed with a pair of razor-sharp blades which he uses in several ways.

SPECIAL MOVES

Double Kick: Tap HIGH KICK twice (up close)
A sharp twin kick to the head to daze an opponent.
Blade Swipe: BACK+HIGH PUNCH
Slices a nearby opponent with a short swipe.
Blade Fury: BACK, BACK, BACK+LOW PUNCH
Baraka uses his twin blades to shred his rival's chest.
Blue Spark: Rotate DOWN, DOWN-BACK, BACK+HIGH PUNCH
Rubs his blades together to shoot sparks across the screen.

FATALITIES

Decapitation: BACK, BACK, BACK+HIGH PUNCH (up close)
Impaling: Up close...
3-Button Pad: BACK, FORWARD, DOWN+LOW PUNCH
6-Button Pad: BACK, FORWARD, DOWN+HIGH PUNCH



Pit/Spikes: FORWARD, FORWARD, DOWN+HIGH KICK

BABALITY

FORWARD, FORWARD, FORWARD+HIGH KICK

FRIENDSHIP

UP, FORWARD, FORWARD+HIGH KICK (hold BLOCK)



KITANA

This beautiful girl is Shao Khan's personal assassin, but has vowed to overthrow her evil master. Fast and tough, she throws her metallic fan like a boomerang and uses it to slice opponents and emit deadly waves.

SPECIAL MOVES

Fan Swipe: BACK+HIGH PUNCH
Kitana slices at her opponent with her fan.
Fan Toss: As follows...
3-Button Pad: FORWARD, FORWARD, LOW PUNCH
6-Button Pad: FORWARD, FORWARD, LOW & HIGH PUNCH
Hurls the fan across the screen like a lethal boomerang.
Spin Fan Lift: BACK, BACK, BACK+HIGH PUNCH
The fan emits a sonic wave to knock over the opponent.
Square Wave Punch: Rotate DOWN, DOWN-BACK, BACK+HIGH PUNCH
Flies across the top of the screen with her fist outstretched.

FATALITIES

Decapitation: BLOCK, BLOCK, BLOCK+HIGH KICK (up close)
Kiss-off: Hold LOW KICK, FORWARD, FORWARD, DOWN, FORWARD, release LOW KICK (up close)



Pit/Spikes: FORWARD, DOWN, FORWARD+HIGH KICK

BABALITY

DOWN, DOWN, DOWN+LOW KICK

FRIENDSHIP

DOWN, DOWN, DOWN, UP+LOW KICK



MILEENA

Although she looks like Kitana's twin sister, Mileena is really a clone created by Shang Tsung. Her mask hides grotesque facial features similar to her companion Baraka's. Armed with daggers, she also has the ability to teleport.

SPECIAL MOVES

Teleport Kick: FORWARD, FORWARD+LOW KICK
Reappears in the sky to kick opponent in the head.

Roll Attack: BACK, BACK, DOWN+HIGH KICK
Hurls herself along the ground like a bowling ball.
Sai Toss: Hold move (as follows) for 2 seconds, release…
3-Button Pad: LOW KICK
6-Button Pad: HIGH PUNCH
Mileena quickly throws her Sai daggers at her opponent.

FATALITIES

Psycho Stab: Up close…
3-Button Pad: FORWARD, BACK, FORWARD+HIGH PUNCH
6-Button Pad: FORWARD, BACK, FORWARD+LOW PUNCH
Sucka: Hold HIGH KICK for 3 seconds and release up close



Pit/Spikes: FORWARD, DOWN, FORWARD+LOW KICK

BABALITY

DOWN, DOWN, DOWN+HIGH KICK

FRIENDSHIP

DOWN, DOWN, DOWN, UP+HIGH KICK



KUNG LAO

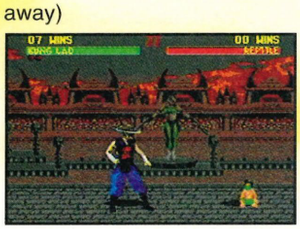
One of the good guys, Kung is a former Shaolin monk out to avenge the death of former champion the Great Kung Lao. He uses his hat as a Frisbee-style projectile to slice into attackers. He also boasts a teleport ability.

SPECIAL MOVES

Teleport: DOWN, UP
Catches attackers off guard by reappearing elsewhere.
Hat Toss: As follows…
3-Button Pad: BACK, FORWARD+HIGH PUNCH
6-Button Pad: BACK, FORWARD+LOW PUNCH
After throwing, you can guide the hat using UP and DOWN!
Whirlwind Spin: UP+BLOCK, UP+LOW KICK (tap LOW KICK to keep spinning)
Kung turns into a human whirlwind to spin across the screen.
Aerial Kick: DOWN+HIGH KICK at peak of jump
An impressive flying kick to whack attackers.

FATALITIES

Hat Decapitation: Retreat to the edge of the screen whilst holding…
3-Button Pad: HIGH PUNCH, then release it
6-Button Pad: LOW PUNCH, BACK, FORWARD, then release it
(Tap UP before the hat hits to go for the throat!)
Split 'em In Two: FORWARD, FORWARD, FORWARD+LOW KICK (3 inches away)



Pit/Spikes: FORWARD, FORWARD, FORWARD+HIGH PUNCH

BABALITY

BACK, BACK, FORWARD, FORWARD+HIGH KICK

FRIENDSHIP

BACK, BACK, BACK, DOWN+HIGH KICK



RAYDEN

The god of thunder in human form, Rayden is back once again to try and defeat the evil spirits. This time he's got a new outfit with a sort of blue apron, and his electric moves are more spectacular than ever.

SPECIAL MOVES

Raydentricity: Rotate DOWN, DOWN-FORWARD, FORWARD plus…
3-Button Pad: HIGH PUNCH
6-Button Pad: LOW PUNCH
Hurls lightning bolts across the screen to fry the opponent.
Dive Attack: BACK, BACK, FORWARD
Rayden flies headfirst at the opponent to deliver a massive blow.
Teleport: DOWN, UP
This is quicker and easier to pull off than in the first game.
Shocker: For a couple of seconds hold…
3-Button Pad: HIGH KICK
6-Button Pad: HIGH PUNCH
(As in the arcade, this can only be performed on human-controlled opponents)
Rayden goes into electric overload to charge his adversary.

FATALITIES

Super Shocker: Hold LOW KICK for a couple of seconds, release up close – keep tapping LOW KICK and BLOCK till opponent explodes!
Super Punch: For 6 seconds hold…
3-Button Pad: HIGH KICK, release up close
6-Button Pad: HIGH PUNCH, release up close
Pit/Spikes: Holding BLOCK, UP, UP plus…
3-Button Pad: LOW PUNCH
6-Button Pad: HIGH PUNCH



BABALITY

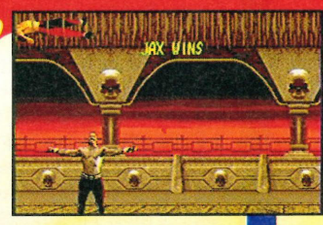
DOWN, DOWN, UP+HIGH KICK

FRIENDSHIP

DOWN, BACK, FORWARD+HIGH KICK (must be more than 3 inches away)

PIT II & KOMBAT TOMB FATALITIES

These can only be performed in the Pit II and Kombat Tomb zones. They result in the victim being impaled on the spikes below or overhead. The moves needed are different for each character so see their individual tips and watch the bloo run free!





JOHNNY CAGE

The martial-arts film star makes a surprise comeback. Proven to be the least popular character in the original game, he's been beefed up with a much faster shadow kick and weird green 'fireballs' to hurl around.

SPECIAL MOVES

High Fireball: Rotate FORWARD, DOWN, BACK+HIGH PUNCH
Johnny hurls a green bolt at airborne attackers.
Low Fireball: Rotate BACK, DOWN, FORWARD plus…
3-Button Pad: HIGH PUNCH
6-Button Pad: LOW PUNCH
Hard to avoid, this has rivals jumping in horror.
Shadow Kick: BACK, FORWARD+LOW KICK
This multiple mid-kick is faster than before.
Shadow Uppercut: BACK, DOWN, BACK+HIGH PUNCH
A head-rocking blow to really drain the opponent's energy.
Package Check: BLOCK+LOW PUNCH
Erm… Johnny hits them where it hurts!

FATALITIES

Torso Rip: Up close… DOWN, DOWN, FORWARD, FORWARD plus…
3-Button Pad: HIGH PUNCH
6-Button Pad: LOW PUNCH
Knock His Block Off: FORWARD, FORWARD, DOWN, UP (up close)
(Hold DOWN+LOW PUNCH+LOW KICK+BLOCK immediately after for 3 heads)
Pit/Spikes: DOWN, DOWN, DOWN+HIGH KICK

BABALITY

BACK, BACK, BACK+HIGH KICK

FRIENDSHIP

DOWN, DOWN, DOWN, DOWN+HIGH KICK



DEAD POOL FATALITY

As in Version 3 of the arcade machine, there's an extra Pit in the game. Here, the special move is the same for all the characters. Whilst uppercutting the victim, hold…
3-Button Pad: LOW KICK & HIGH KICK
6-Button Pad: LOW PUNCH & LOW KICK

TIPS

MEGA DRIVE



JAX

Ex-wrestler Jackson 'Jax' Briggs is a very tough opponent with some of the most brutal fatalities in the game. Most of his wrestling-style moves can only be used at close range, but are extremely powerful.

SPECIAL MOVES

Super Slam: Whilst doing normal body slam, to slam the victim up to 3 times, keep tapping...
3-Button Pad: LOW PUNCH
6-Button Pad: HIGH PUNCH
Slams the opponent from side to side on the floor.
Earthquake Punch: Hold LOW KICK for 3 seconds then release
Jax hits the ground so hard he causes an earth tremor.
Gotcha Grab: FORWARD, FORWARD, then LOW PUNCH
(Keep tapping LOW PUNCH to punch him up to 5 times)
Grabs opponent and rains powerful blows on their head.
Energy Wave: Rotate FORWARD, DOWN, BACK+HIGH KICK
Hurls powerful waves of energy across the screen.
Backbreaker: BLOCK whilst both opponent and yourself are close together in the air
Brings an airborne opponent down to earth with a bang.

FATALITIES

Head Clap: FORWARD, FORWARD, FORWARD whilst holding...
3-Button Pad: HIGH KICK, release up close
6-Button Pad: LOW PUNCH, release up close
Arm Rip: Tap BLOCK 4 times, tap LOW PUNCH (1 inch away)



Pit/Spikes: UP, UP, DOWN+LOW KICK (hold BLOCK)

BABALITY

DOWN, UP, DOWN, UP+LOW KICK (hold BLOCK)

FRIENDSHIP

DOWN, DOWN, UP, UP+LOW KICK (hold BLOCK)



SUB-ZERO

One of the best characters in the original game, Sub-Zero is back for another fight. A good all-rounder, he still has his famous freezing abilities and new moves to make him a formidable adversary indeed.

SPECIAL MOVES

Freeze: Rotate DOWN, DOWN-FORWARD, FORWARD plus...
3-Button Pad: HIGH PUNCH
6-Button Pad: LOW PUNCH
Fires an icy blast to freeze the opponent solid.
Ground Freeze: Rotate DOWN, DOWN-BACK, BACK+LOW KICK
Freezes a pool on the ground to make opponent slip.
Slide: BACK+BLOCK+LOW KICK plus...
3-Button Pad: HIGH PUNCH
6-Button Pad: LOW PUNCH
Sub-Zero slides in foot first to knock over his attacker.

FATALITIES

Pitch-o-Doom: From opposite side of screen, BACK, BACK, DOWN, FORWARD whilst holding...
3-Button Pad: LOW KICK, then release it
6-Button Pad: LOW PUNCH, then release it

BABALITIES & FRIENDSHIPS

A less violent alternative to Fatalities, these special victory moves only work if you don't perform any punch in the final round of a fight. So if you've thrown a low or high punch, don't bother trying.
These moves are great fun, and a good idea if a concerned parent is watching what you're doing – you don't want them seeing all those gory Fatalities! See the character tips to see exactly how to perform them.





Super Freeze/Shatter Punch: FORWARD, FORWARD, DOWN+HIGH KICK to freeze. Then FORWARD, DOWN, FORWARD, FORWARD+HIGH PUNCH (up close) for shatter punch



Pit/Spikes: DOWN, FORWARD, FORWARD+BLOCK

BABALITY

DOWN, BACK, BACK+HIGH KICK

FRIENDSHIP

BACK, BACK, DOWN+HIGH KICK



SCORPION

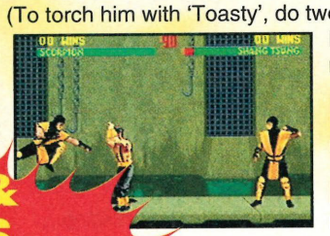
After seeing arch-enemy Sub-Zero spare an opponent's life, the amber-clad Scorpion decides to make it up with the icy blue ninja. The spectre warrior from hell is still armed with his harpoon-style spear and teleport ability.

SPECIAL MOVES

Spear: BACK, BACK, then LOW PUNCH
Throws spear at opponent then hauls them in with the rope.
Decoy: Rotate DOWN, DOWN-BACK, BACK+HIGH PUNCH
Scorpion teleports behind adversary to deliver a punch.
Scissor Kick: Rotate FORWARD, DOWN, BACK+LOW KICK
A low sweep to knock opponents off their feet.
Air Throw: BLOCK whilst both opponent and yourself are close together in the air
Grabs attacker in midair and slams them into the ground.

FATALITIES

Spear Swipe: Up close, DOWN, FORWARD, FORWARD, FORWARD whilst holding...
3-Button Pad: HIGH KICK, then release it
6-Button Pad: HIGH PUNCH, then release it
Torch Him: 3 inches away, hold BLOCK, UP, UP plus...
3-Button Pad: LOW PUNCH
6-Button Pad: HIGH PUNCH
(To torch him with 'Toasty', do two DOWNS first)



Pit/Spikes: DOWN, FORWARD, FORWARD+BLOCK

BABALITY

DOWN, BACK, BACK+HIGH KICK

FRIENDSHIP

BACK, BACK, DOWN+HIGH KICK



REPTILE

After making a cameo appearance as a hidden character in the original *Mortal Kombat*, the green lizard man is now a fully-fledged fighter. He has an impressive range of moves including invisibility and spitting acid.

SPECIAL MOVES

Acid Spit: FORWARD, FORWARD+HIGH PUNCH
Reptile gobs green spit into the attacker's face.
Orb: As follows...
3-Button Pad: BACK, BACK, then LOW PUNCH
6-Button Pad: BACK, BACK plus LOW & HIGH PUNCH
Produces an expanding ball that explodes with shockwaves.
Slide: BACK+BLOCK+LOW KICK plus...
3-Button Pad: HIGH PUNCH
6-Button Pad: LOW PUNCH
A powerful low kick to upend the opponent.
Invisibility: To switch invisibility on and off, hold BLOCK, UP, UP, release BLOCK, DOWN then...
3-Button Pad: LOW PUNCH
6-Button Pad: HIGH PUNCH
Reptile can attack adversaries with complete surprise.

FATALITIES

Invisible Kill: Whilst invisible, FORWARD, FORWARD, DOWN+HIGH KICK (up close)
Tongue Lashing: BACK, BACK, DOWN+LOW PUNCH (half a screen away)
(You mustn't be invisible)



Pit/Spikes: DOWN, FORWARD, FORWARD+BLOCK

BABALITY

DOWN, BACK, BACK+LOW KICK

FRIENDSHIP

BACK, BACK, DOWN+LOW KICK



SHANG TSUNG

The big baddie at the end of the first game, Shang Tsung is now one of the normal characters. However, his incredible powers are far from ordinary – including the way he can transform into any of the other fighters!

SPECIAL MOVES

1 Skull: BACK, BACK+HIGH PUNCH
2 Skulls: BACK, BACK, FORWARD+HIGH PUNCH
3 Skulls: BACK, BACK, FORWARD, FORWARD+HIGH PUNCH
Shang Tsung's only dedicated special move is a skull-faced projectile – he can fire up to three at once.

MORPHING

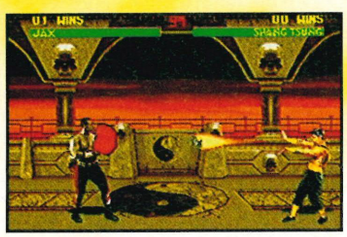
Shang Tsung can transform into any of the other fighters and use all their moves (including Fatalities/Babalities/Friendships)...
Kung Lao: BACK, DOWN, BACK+HIGH KICK
Liu Kang: BACK, FORWARD, FORWARD+BLOCK
Johnny Cage: BACK, BACK, DOWN+LOW PUNCH
Kitana: Tap BLOCK quickly 3 times
Jax: DOWN, FORWARD, BACK+HIGH KICK
Rayden: DOWN, BACK, FORWARD+LOW KICK
Baraka: DOWN, DOWN+LOW KICK
Mileena: For a second hold...
3-Button Pad: LOW KICK
6-Button Pad: HIGH PUNCH
Sub-Zero: FORWARD, DOWN, FORWARD+HIGH PUNCH
Scorpion: Hold BLOCK, UP, UP
Reptile: Hold BLOCK, UP, DOWN plus...
3-Button Pad: LOW PUNCH
6-Button Pad: HIGH PUNCH

FATALITIES

Soul Suck: Holding BLOCK... UP, DOWN, UP+LOW KICK
Dive-o-Death: Hold HIGH KICK for 3 seconds, release about 1 inch away from victim (who must be facing you)
Morph to Kintaro: For 15 seconds hold down...
3-Button Pad: LOW KICK
6-Button Pad: LOW PUNCH
Release about 2 inches away from victim
Pit/Spikes: DOWN, DOWN, UP, DOWN (hold BLOCK)

BABALITY

BACK, FORWARD, DOWN+HIGH KICK



FRIEND SHIP

BACK, BACK, DOWN, FORWARD+HIGH KICK









HIDDEN FIGHTERS

By winning fights in special ways you can access the three hidden characters in the game. Note that it isn't possible for the inactive second player to 'join' during a match against one of these fighters...

NOOB SAIBOT

★ Easily the toughest of the three hidden fighters to find, this warrior appears as a shadow and is armed with a Scorpion-style Spear move. Although not as fast as Smoke, he's difficult to beat. You certainly need to be a brilliant player to reach him: you have to win 25 matches in a row, the final one being against another human-controlled fighter.

JADE

★ She looks just like Mileena and Kitana, only she's dressed in green. You sometimes see her poking her head around the trees in the Living Forest stage.

You can only get to fight her during a one-player game. You have to win a round (not necessarily the whole match) against the fighter at the position below the '?' on the battle-plan, without pressing HIGH PUNCH, LOW PUNCH, BLOCK or HIGH KICK.

SMOKE

★ The most impressive of the secret characters, this grey-clad fighter produces clouds of smoke as he fights. To access this character, you have to be in the Portal stage. Press BLOCK and DOWN simultaneously (holding them won't work) within a second of the 'toasty' gonk appearing.

TIPS

GAME GEAR

MORTAL KOMBAT II

What an excellent conversion this is: you have nearly all the blood and gore of the coin-op in your hands! In this special player's guide, we show you how to perform those tricky special moves and fatalities for all eight fighters...



LIU KANG

The man who can't be bothered wearing shirts (never mind ironing them), Liu Kang is a master of speedy Kung Fu moves. He now boasts an impressive bicycle kick.

SPECIAL MOVES

Stand/Jump Fireball: FORWARD, FORWARD, 1
Liu can now perform his fireballs in mid jump.
Ducking Fireball: FORWARD, FORWARD, 1, DOWN
Sends a fireball hurtling along the floor.
Flying Kick: FORWARD, FORWARD, 2
A fast, hard kick to the opponent's head.



Bicycle Kick: Hold 2 then release
Flies feet first at adversary, landing multiple blows.

FATALITIES

Dragon: DOWN, FORWARD, BACK, BACK, 2
Spikes: FORWARD, BACK, FORWARD, 1



SUB-ZERO

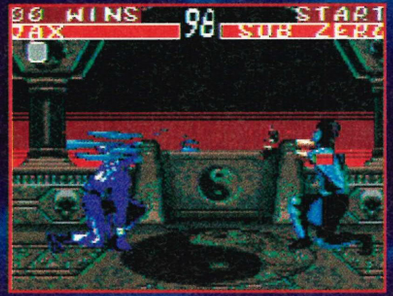
The ice man cometh again. As before, his greatest asset is his ability to freeze opponents solid. He can now use this to create a frozen pool of water on the ground.

SPECIAL MOVES

Freeze: DOWN, FORWARD, 1
Freezes his attacker solid, and thus defenceless.
Ground Freeze: DOWN, BACK, 1
Creates a frozen pool for the opponent to slip on.
Slide: BACK, BACK, 1+2
Sub-Zero slides in with his foot outstretched.

FATALITIES

Fatality 1: FORWARD, FORWARD, DOWN, 2, then FORWARD, DOWN, FORWARD, 1



Spikes: FORWARD, BACK, FORWARD, 1





SHANG TSUNG

An old bloke in the original game, Shang Tsung returns in a more youthful incarnation. He has the ability to transform into any other character.

SPECIAL MOVE

1 Skull: BACK, BACK, 1
Fires a skull-faced projectile across the screen.

MORPHING

Shang Tsung can morph into any of the other fighters and use their special moves and fatalities.
Hold 2 then release, then press one of the following...



Liu Kang: LEFT
Sub-Zero: RIGHT
Kitana: DOWN
Reptile: UP+LEFT
Mileena: UP
Scorpion: DOWN+LEFT
Jax: DOWN+RIGHT

FATALITY

Fatality 1: UP, DOWN, UP, 1 (with BLOCK pressed)



MILEENA

Looks like Kitana's twin, but she's actually a clone created by Shang Tsung. As well as carrying a pair of Sai daggers to throw, she can teleport around.

SPECIAL MOVES

Teleport Kick: FORWARD, FORWARD, 2
Reappears in midair with a kick to the head.
Roll Attack: BACK, BACK, DOWN, 1
Rolls along the ground at her attacker.



Sai Toss: Hold 1 and release
Hurls her twin daggers across the screen.

FATALITIES

Fatality 1: FORWARD, BACK, FORWARD, 2
Spikes: FORWARD, BACK, FORWARD, 1



KITANA

This beautiful assassin has turned against her master Shang Tsung. She's equipped with a metallic fan which she throws and swipes at adversaries.

SPECIAL MOVES

Fan Toss: FORWARD, FORWARD 1+2
Throws the fan across the screen like a boomerang.
Fan Swipe: BACK+1
Slices the opponent with her sharp fan.
Fan Lift: BACK, BACK, BACK, 1
The fan produces a deadly sonic wave.
Square Wave Punch: FORWARD, BACK, 1
Flies across the top of the screen, fist outstretched.



FATALITIES

Fatality 1: With BLOCK pressed, FORWARD, FORWARD, FORWARD, 2
Spikes: FORWARD, BACK, FORWARD, 1





REPTILE

A hidden character in the original MD game, this mysterious green ninja is now a proper fighter. His impressive moves include turning himself invisible.

SPECIAL MOVES

Acid Spit: FORWARD, FORWARD, 1
Spits green venom at the opponent.
Forceball: BACK, BACK, 1
Creates an expanding ball that explodes.
Invisible: START + (UP, UP, DOWN, 1)



Reptile can move and attack unseen.
Slide: BACK, BACK, 1+2
A hard low kick to topple the opponent.

FATALITIES

Fatality 1: BACK, BACK, DOWN, 1 (from about halfway across the screen)
Spikes: FORWARD, BACK, FORWARD, 1

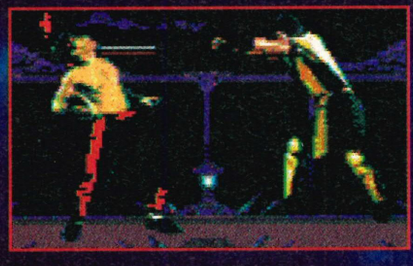


SCORPION

The amber-clad ghost has risen from hell to participate in the second Shaolin tournament. He carries a throwing spear and can teleport behind opponents.

SPECIAL MOVES

Spear: BACK, BACK, 2
Throws spear and hauls opponent in with the rope.
Teleport Punch: DOWN, BACK, 2
Reappears behind the attacker to deliver a punch.
Air Throw: BLOCK in air
Grabs opponent in midair and slams them down.



Scissor Kick: Rotate FORWARD, DOWN, BACK, 1
A low sweep to knock opponents off their feet.

FATALITIES

Fatality 1: START + (UP, UP, 1)
Spikes: FORWARD, BACK, FORWARD, 1



JAX

Former wrestler Jackson 'Jax' Briggs uses his speed and strength to hurt opponents. Most of his powerful wrestling moves are best performed at close range.

SPECIAL MOVES

Grab & Pound: FORWARD, FORWARD, 1
Grabs attacker and rains blows on their head.
Energy Wave: DOWN, BACK, 2
Throws waves of energy across the screen.
Quake: Hold 2 for 3 seconds
Smashes into the ground to cause an earth tremor.
Backbreaker: BLOCK in air
Catches airborne opponent and slams them down.

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FATALITIES

Fatality 1: FORWARD, FORWARD, 1, 1, 1, 1... (keep tapping until opponent explodes)
Spikes: FORWARD, BACK, FORWARD, 1



TIPS

PROHELP

YOU NEED HELP?



Rejuvenated after two weeks in the South of France, Jason Johnson is once again parked at the problem solver's desk, desperately striving to provide the answers to a mountain of pleas; despite a bad back!

Q I have owned *MiG-29* for a few months and I am stuck on level three. Please can you give me some codes to help me complete this game?

No name or address supplied





A Desperately seeking the passwords to *MiG-29*, all I was able to find was a password that lets you pilot your way into the final level. So, enter the password RTJBHBRJFOTUUE to fly one step closer to the final credits.

Q HELP!

Jason, is there any way you can give me: the level select for *Sonic 1*, the level select for *Wolfchild*, and any cheats on *Sonic 2* and *Land of Illusion*, all on the Master System?

I appreciate your efforts.

Matt, no address supplied



A It's a darn good job you didn't include your address or your cheeky request would have been tied to a large fake dog-doo and left outside your house! But, after boos and hisses aimed at me for being so cruel, I felt obliged to answer your questions.

The level select for *Sonic 1* is:

NONEXISTENT

The level select for *Wolfchild* is:

Enter the code: J8TPR

A level select *Sonic 2* cheat is:

Plug a control pad into port two and press up-left diagonal and buttons 1 and 2. Hold these buttons in and power-up the console. Wait until Sonic has run across the screen and plug the controller into port one. Press 2 twice and a level select screen will appear. This cheat definitely works, so if first time around you're unsuccessful have another go.

Land Of Illusion:

In the forest level, don't climb the tree. Instead, bounce off the snake found by the door and keep pressing RIGHT. Climb the vine and you'll have skipped to the top of the tree.

We all wish you the best of luck in completing these games. Honest!

Q Dear Sir,

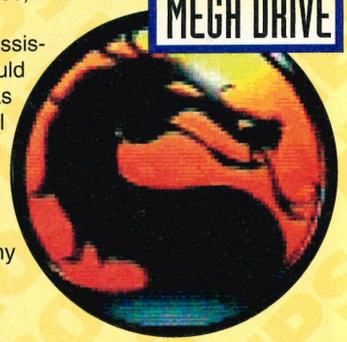
I am writing to your column in the hope that you may be of some help to me. As you may notice, I am in the Air Force over in Cyprus and as such find it rather difficult to exchange hints and tips with people for Sega games. I have been a proud owner of *Mortal Kombat* now for three months and having sussed out many of the special moves, I still find myself yearning to know more.

So, I come to how you may be of assistance: I would be most grateful if you could tell me how to access the Blood Mode, as it is in the arcade version, and how to deal with the death moves from the various fighters. And if all that is not too much, are there any hidden people, screens etc?

I wait in anticipation for a reply. Many thanks.

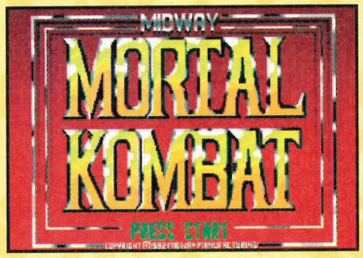
Marcus Fountain, RAF Akrotiri, Cyprus





A The Blood Mode trick for *Mortal Kombat* on the Mega Drive is to enter DULLARD (using D-pad directions and buttons) at the player select screen. A new option will appear on the menu. You will now have far more control over the players, the moves they can pull off and the gore factor.

There is a secret character: the Green Reptile. On the cheat screen, set the plan base to 4, then enable flags 0, 2, 5 and 6. Set the first map to Warrior Shrine and fight through to the endurance round in the pit. Get a double flawless and you'll be honoured with a bout against Reptile. Kill him to fight the reptilian version of Sonya.



Q Dear Chaps,

As avid readers of your splendid monthly mag, we hoped you might help us out. We decided the time has come to clock *Mickey And Donald's World Of Illusion*. We are getting very good at it until we get to level five – we cannot suss the magic box. If you have any helpful clues you could share with us, you would be helping us hugely as we don't have a ✠☛☆⊶❄✳ clue! Please could you let us know in your September issue as we are going to Asia for a year on the 15th and would very much like to have achieved our quest before we leave on another! Many thanx and best regards.

Wiggy and Ricky, London



A After calling upon several persons' knowledge of *World Of Illusion* we all came to the conclusion that we had absolutely no idea where you are stuck! Bad luck dudes! Oh, but we did find the passwords to the whole game and thought they may be of some use. By the way, have a fantastic time in Asia, you lucky gits!

MICKEY MOUSE PASSWORDS

2	Goofy/Clubs, Daisy/Hearts, Goofy/Hearts, Scrooge/Diamonds.
3	Goofy/Hearts, Pluto/Spades, Scrooge/Diamonds, Minnie/Spades.
4	Daisy/Hearts, Scrooge/Diamonds, Pluto/Spades, Goofy/Clubs.
5	Scrooge/Diamonds, Goofy/Clubs, Goofy/Hearts, Pluto/Spades.

DONALD DUCK PASSWORDS

2	Pluto/Spades, Scrooge/Diamonds, Goofy/Clubs, Minnie/Spades.
3	Goofy/Clubs, Goofy/Hearts, Daisy/Hearts, Pluto/Spades.
4	Daisy/Hearts, Scrooge/Diamonds, Goofy/Hearts, Pluto/Spades.
5	Pluto/Spades, Goofy/Hearts, Goofy/Clubs, Scrooge/Diamonds.

TWO-PLAYER PASSWORDS

2	Pluto/Spades, Goofy/Hearts, Minnie/Spades, Goofy/Clubs.
3	Scrooge/Diamonds, Minnie/Spades, Goofy/Hearts, Daisy/Hearts.
4	Minnie/Spades, Daisy/Hearts, Goofy/Clubs, Pluto/Spades.
5	Goofy/Clubs, Scrooge/Diamonds, Pluto/Spades, Goofy/Hearts.



Q To SEGAPRO... HELP!

My name is Mike, I live in Japan and have purchased *Sonic 3*. I'm totally stuck. Can you help?

The problem is on Carnival Night Zone (Act 1). I get all the way through to the switch that Knuckles turns off. After the switch I can't go anywhere except up, to the right, where a barrier comes down – NO ESCAPE! Inside is a small room with one of those rotating barrel thingies. Up above there's no way out and I can't bounce the barrel down enough to get under. Argh! Please help.

Mike, Japan

A Well Mike, what a surprise fax you sent us. Considering the amount of so-called 'specialist press' and 'red hot gamesters' in Japan we feel extremely privileged to have received your communication. The answer to the problem you're facing will seem extremely simple once solved, but we sympathise with you... You are not the only one to be stuck in exactly the same place!

After Knuckles finishes taunting Sonic, you must aim, as you have correctly mentioned, to the bottom-right of the screen. The barrel, believe it or not, can be lowered so Sonic can drop to the left and escape through the right side. Avoid rapidly pressing UP and DOWN on the D-pad, and instead follow the movements of the barrel. When it reaches the top gently press DOWN, and vice versa as it reaches the bottom. When the momentum is sufficient to send Sonic spiralling to the lowest point, walk off the barrel. Voilà!



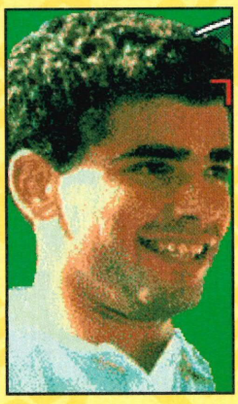




Q In a word ... HELP!

I've just bought *Pete Sampras Tennis* for the Mega Drive and I have been up many a long night trying to access the two mystery options mentioned in the handbook. I would be most grateful if you could focus your superior knowledge on me and tell me what to do before I begin writing hate letters to Pete!





A Last month Mark clearly described how to enter the two hidden options of *Pete Sampras Tennis*. But, just for you and anyone else who missed them, here's a quick rerun of the hottest tips for the terrific tennis masterpiece:

Enter ZEPPELIN on the World Tour password screen and two new options will flash on-screen. These exciting challenges are Huge Tour and Crazy Tennis. EXTRA HINT – For instant qualification of the Huge Tour and a coveted 20th place seeding, enter PRLSML. Hope that helps.



Q Dear ProHelp,

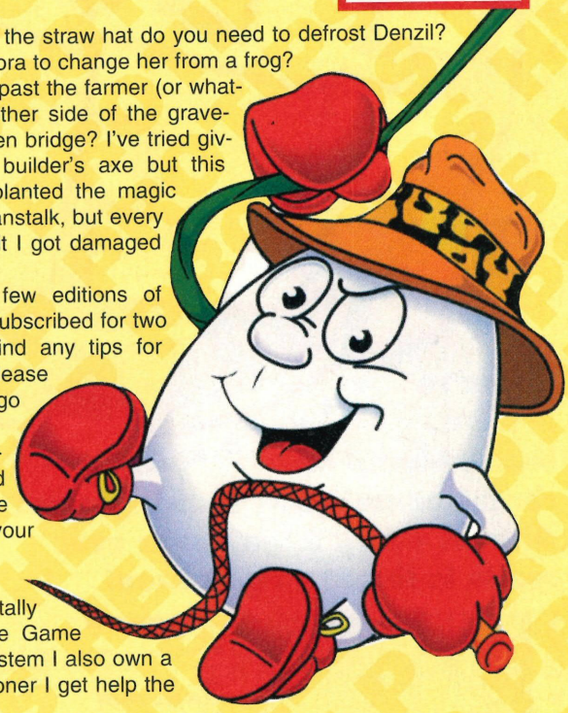
In the June ProHelp you said that you've tipped every version of *Fantastic Dizzy*. Well I own the Master System and the Game Gear version and desperately need your help. It's all very well saying "use the gravedigger's axe in the graveyard" – I can't find it! Also, where is the alarm clock to wake Dozy? The flippers to swim? (I've found the aqua-lung.)

What else besides the straw hat do you need to defrost Denzil? What do you do to Dora to change her from a frog? And how do you get past the farmer (or whatever he is) on the other side of the graveyard before the broken bridge? I've tried giving him the bridge builder's axe but this didn't work. I also planted the magic bean to grow the beanstalk, but every time I tried to climb it I got damaged by the farmer.

I've got quite a few editions of SEGAPRO as I have subscribed for two years, but I can't find any tips for *Fantastic Dizzy*. Please help me before I go mad!

PS. I am a 30-year-old married woman with three children and I am your oldest female gamesplayer because I am totally hooked. Besides the Game Gear and Master System I also own a Mega Drive. The sooner I get help the better. Thanks again.

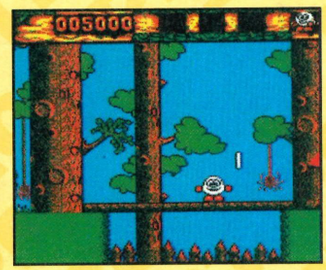
Wendy, Mid Glam



A If it's help you want, Wendy, you've definitely written to the best place. You sound a little stressed out, so to put your mind at ease I'll point you in the right direction. After phoning Codemasters they recommended you take a look at your instruction booklet. Inside is a tipsters hotline. It is (0891) 666477. Costs are the usual 36p/min off peak and 48p/min at all other times.

If that sounds just too expensive the other alternative is to phone Karen, Paragon's subs and mail order maestro extraordinaire, on (0202) 299900. She'll be more than happy to send you a copy of SegaXS issue #4 at the dirt cheap price of £3.50 including p&p. inside you'll find a completely mapped solution (what a thoughtful and caring bunch) to take you from star one to the final battle. Thank you for your letter and I hope you reach the end of your quest very soon.





WRITE TO...

YOU NEED HELP?

ProHelp,
SEGAPRO,
Paragon Publishing Ltd,
124 Old Christchurch Road,
BOURNEMOUTH,
Dorset BH1 1NF.

FOR DETAILS OF OUR GREAT

PRO FILE

If you're after a second-hand or rental game, start looking now! Almost every Sega game ever made is listed – right here!



1943
IMPORT
● Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still great fun. 64%

688 ATTACK SUB
SEGA
● Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADDAMS FAMILY
ACCLAIM
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 84%

AERO THE ACROBAT
SUNSOFT
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 84%

AEROBIZ
IMPORT
● An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II
SEGA
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER
IMPORT
● Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 73%

ALESTE (MUSHA)
IMPORT
● This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

ALEX KIDD IN ENCHANTED CASTLE
SEGA
● This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE
● May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 77%

ALIEN STORM
SEGA
● This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA
● Alisia Dragoon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA
● The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMERICAN GLADIATORS
IMPORT
● First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS
TECMAGIK
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANOTHER WORLD
VIRGIN
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES
ELECTRONIC ARTS
● James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE
● Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY
IMPORT
● RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID
SEGA
● Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA
● One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ART OF FIGHTING
IMPORT
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 67%

ATOMIC RUNNER
SEGA
● Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AWESOME POSSUM
IMPORT
● An ecological platformer it may be but awesome it ain't. Recycle the cart – you could use it as an ice hockey puck or something. 25%

AXIS
IMPORT
● This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE 3
SEGA
● Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
● This *Break-Out* clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 71%

BARKLEY, SHUT UP AND JAM
ACCOLADE
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 77%

BALL JACKS
SEGA
● A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS
FLYING EDGE
● This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BART'S NIGHTMARE
ACCLAIM
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

BATTLETOADS
SEGA
● This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN
SEGA
● This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS
SEGA
● Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
● Better than other Sega versions which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLFER
IMPORT
● A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
● Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS
● Its one advantage over other shoot-'em-ups is toughness challenging even the most gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
● Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
● A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO SHIP: PALADIN
IMPORT
● Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLADES OF VENGEANCE
ELECTRONIC ARTS
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 64%

BLASTER MASTER 2
IMPORT
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 62%

BLOCK-OUT
ELECTRONIC ARTS
● Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BOB
ELECTRONIC ARTS
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS
SEGA
● Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 58%

BOXING LEGENDS OF THE RING
ELECTROBRAIN
● A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BUCK RODGERS
ELECTRONIC ARTS
● Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

BUBBA 'N' STIX
CORE DESIGN
● Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 84%

BUBSY
ACCOLADE
● Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

BUDOKHAN
ELECTRONIC ARTS
● The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS
● Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BULLS v BLAZERS
ELECTRONIC ARTS
● A very realistic basketball sim – fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options making the game an extremely playable affair. 89%

BURNING FORCE
IMPORT
● A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 28%

CADASH
IMPORT
● A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
● Vertically scrolling shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA
● All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA
● Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET
SEGA
● Join the Planeteers in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

CASTLE OF ILLUSION
SEGA
● If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 93%

CASTLEVANIA
KONAMI
● Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION
ELECTRONIC ARTS
● A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAMPIONSHIP PRO-AM
IMPORT
● This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

CHAMPIONSHIP BOWLING
IMPORT
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHAMPIONS WORLD CLASS SOCCER
ACCLAIM
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of *Sensi* and the passion of *FIFA*. You'll score a lot though. 80%

THE CHAOS ENGINE
MICROPROSE
● A straight conversion of the popular computer game, this overhead shoot-'em-up looks a bit dated. Even with two players, the samey levels can get laborious. 54%

CHESTER CHEETAH
IMPORT
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at *Rocket Knight Adventures* for a decent alternative. 35%

CHIKI CHIKI BOYS
SEGA
● This is Mega Twins and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%

CHUCK ROCK
VIRGIN
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2
CORE DESIGN
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

COOL SPOT
VIRGIN
● Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLLEGE FOOTBALL
ELECTRONIC ARTS
● A half way experiment between *Madden'93* and *'94* that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 91%

COLUMNS
SEGA
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 82%

COMBAT CARS
ACCOLADE
● Addictive to begin with and worth a test-drive but don't forget about *Micro Machines* or the upcoming *Micro Machines 2*. 77%

CORPORATION
VIRGIN
● A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

COSMIC SPACEHEAD
CODEMASTERS
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN
SEGA
● Wander around *Gauntlet*-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRASH DUMMIES
ACCLAIM
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question about this is whether it's a bit too easy. 81%

CRUE BALL
ELECTRONIC ARTS
● Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

CYBERBALL
SEGA
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE
SEGA
● This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
● Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARK CASTLE
ELECTRONIC ARTS
● The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

DARWIN 4081
IMPORT
● Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics and gripping action. 81%

DASHIN' DESPERADOES
IMPORT
● A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 59%

DAVE ROBINSON'S SUPREME COURT
SEGA
● The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

DAVIS CUP TENNIS
TENGEN
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

DEADLY MOVES
IMPORT
● Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DECAP ATTACK
SEGA
● Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

DESERT STRIKE
ELECTRONIC ARTS
● A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DICK TRACY
SEGA
● Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
● *Devil Crash* on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DINOSAURS FOR HIRE
SEGA
● Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score long-term lastability could be a problem. 83%

DISNEY'S ALADDIN
SEGA
● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%

DOUBLE CLUTCH
SEGA
● Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

DOUBLE DRAGON 3
FLYING EDGE
● Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless street fighting. 35%

DRACULA
PSYGNOSIS
● Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON
VIRGIN
● A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of *Eternal Champions* and *Street Fighter II*. 70%

DRAGON BALL Z
IMPORT
● A perfect hoice if you're thirsting for some Japanese beat-'em-up action. But unfortunately compared to *SSFII* and *MKII*, it's rubbish. Ah well. 62%

DRAGON'S FURY
DOMARK
● Official release of *Devilish*. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

DRAGON'S REVENGE
TENGEN
● The sequel to *Dragon's Fury* is just as addictive and furious as its predecessor. Lots of diverting bonus levels. Just a shame it's only got the one pinball table. 87%

DUNE 2
VIRGIN
● A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 90%

DUNGEONS AND DRAGONS
IMPORT
● *Dungeons and Dragons* will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. 84%

DYNAMITE DUKE
SEGA
● The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
● The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS
● Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

ECCO
SEGA
● Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. 93%

ESPN BASEBALL
IMPORT
● This baseball number is worse than watching a dog eat its own vomit. Better play *RBI* instead and avoid an upset. 46%

ETERNAL CHAMPIONS
SEGA
● A strong contender for the *SFII* 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 94%

EUROPEAN CLUB SOCCER
VIRGIN
● If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

EVANDER HOLYFIELD'S BOXING
SEGA
● Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

EXILE
IMPORT
● A strange mixture of RPG, platform and puzzle, makes Exile an intriguing game to play. Admirable and well worth seeing. 78%

EX-MUTANTS
SEGA
● Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F1
DOMARK
● Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

F-1 CIRCUS
IMPORT
● Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

F-1 GRAND PRIX
IMPORT
● Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

F-15 STRIKE EAGLE II
MICROPROSE
● This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

F117 – NIGHT STORM
ELECTRONIC ARTS
● Pilot the stealth bomber through numerous special missions. More strategy then seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 83%

F-22 INTERCEPTOR
ELECTRONIC ARTS
● Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS
● One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA
● Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FANTASTIC DIZZY
CODEMASTERS
● Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 90%

FATAL FURY
SEGA
● A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FATAL LABYRINTH
SEGA
● *Fatal Labyrinth* is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS
● Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

FATMAN
IMPORT
● This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FIDO DIDO
KANEKO
● A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 83%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
● SEGAPRO Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 94%

FIGHTING MASTERS
IMPORT
● Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
● As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE SHARK
SEGA
● Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD
● If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA
● The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA
● Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA
● Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA
● More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC
● Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

GAIARES
IMPORT
● Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. 81%

GAIN GROUND
SEGA
● A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

GALAXY FORCE II
SEGA
● Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GAUNTLET IV
TENGEN
● With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

GENERAL CHAOS
ELECTRONIC ARTS
● The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please. 54%

GHOSTBUSTERS
SEGA
● All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA
● A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN
● Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

GODS
ACCOLADE
● A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%

GOLDEN AXE
SEGA
● In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA
● Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GOLDEN AXE III
IMPORT
● The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

GRANADA X
SEGA
● Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

GRANDSLAM TENNIS
SEGA
● Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA
● Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
● Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

GRIND STORMER
IMPORT
● Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%

GUNSHIP
US GOLD
● A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 49%

GUNSTAR HEROES
SEGA
● The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

GYNOUG
SEGA
● At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

HARDBALL III
ACCOLADE
● Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

HARD DRIVIN'
TENGEN
● Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

HAUNTING
ELECTRONIC ARTS
● Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

HEAVENLY SYMPHONY
IMPORT
● This is packed with loads of original options and special features. Definitely the only racing game presently worth forking out for on the Mega-CD. 90%

HEAVY UNIT
IMPORT
● This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

HELLFIRE
IMPORT
● Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA
● You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HIGH SEAS HAVOC
IMPORT
● A dull *Sonic* clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 68%

HIT THE ICE
IMPORT
● This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%

HOOK
SONY
● If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 64%

HOME ALONE
SEGA
● Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
● Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

HYPERDUNK
KONAMI
● Although lacking flair this is a very solid eight-player basketball release. Non-stop action combined with a fair dose of strategy and challenge will keep you dunking. 83%

IMMORTAL (THE)
ELECTRONIC ARTS
● *The Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD
● A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

INSPECTOR X
IMPORT
● This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. Almost essential kit. 90%

INSTRUMENTS OF CHAOS
IMPORT
● One of the worst platformers you're ever likely to meet. Ought to be ' 'll-whipped. 39%

INTERNATIONAL RUGBY
DOMARK
● This rugger sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

ISHIDO: THE WAY OF THE STONES
IMPORT
● Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

J LEAGUE PRO STRIKER
IMPORT
● Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Jap machines! 90%

JAMES BOND – THE DUEL
DOMARK
● James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS
● This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS
● Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. A brilliant sequel. 90%

JAMES POND 3
ELECTRONIC ARTS
● The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as *JP II* though.. 83%

JAMMIT
VIRGIN
● A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player that's incredibly easy spoils a reasonable title. 80%

JEWEL MASTER
SEGA
● Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA
● One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA
● This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the *John Maddens*. 75%

JOE MONTANA III
SEGA
● A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden '93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS
● Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS
● An update on the graphics and sounds of *JM*. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS
● Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden '92*, but if you haven't got one, buy this. 92%

JORDAN VS BIRD
ELECTRONIC ARTS
● Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 78%

JUNCTION
IMPORT
● Junction mixes *Pipe Mania* with a slide puzzle, resulting in a very challenging game. 81%

JUNGLE BOOK
VIRGIN
● Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 88%

JUNGLE STRIKE
ELECTRONIC ARTS
● Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

JURASSIC PARK
IMPORT
● The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

KABUKI SOLDIER
IMPORT
● Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

PRO FILE

FOR DETAILS OF OUR GREAT

KA-GE-KI
IMPORT
● Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KEIO FLYING SQUADRON
IMPORT
● An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KICK BOXING
IMPORT
● A beat-'em-up of the tournament variety. Some nice training options and tough opposition compensate to some extent for a weak two-player mode. 80%

KID CHAMELEON
SEGA
● The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

KING COLOSSUS
SEGA
● Japanese adventure game with a long introductory sequence. Nine stages of very pretty, but uneventful, adventuring. You'll have to learn the lingo first! 43%

KING'S BOUNTY
IMPORT
● A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
● Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

KING OF THE MONSTERS
SEGA
● *King of the Monsters* isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK
● This is still one of the most infuriating and challenging puzzle games to play. Excellent sound and constantly changing graphics ensure that this has lasting appeal. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE
● A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LANDSTALKER
SEGA
● An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. 85%

LAKERS VS CELTICS
ELECTRONIC ARTS
● This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA
● This is a disappointing beat-'em-up because the graphics are – on the whole – great, but are let down by the painfully slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS
● Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA
● The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LETHAL ENFORCERS
KONAMI
● A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – this is probably the ultimate stress-reducing experience. 88%

LHX ATTACK CHOPPER
ELECTRONIC ARTS
● Far from original helicopter sim set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to war junkies. 70%

LOST VIKINGS
VIRGIN
● A puzzling platformer in which you control three characters (up to two at once). It just fails to be all -round brilliant as the control method is unsatisfactory. 87%

LOTUS II: THE ULTIMATE CHALLENGE
ELECTRONIC ARTS
● A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 72%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
● Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA
● If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MARBLE MADNESS
ELECTRONIC ARTS
● If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO ANDRETTI RACING
ELECTRONIC ARTS
● Contains some neat racing features but pales in comparion to the still-excellent *F1*. Not up to EA's usual standards. 74%

MARIO LEMIEUX HOCKEY
SEGA
● Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

MARKO'S MAGIC FOOTBALL
DOMARK
● Great animation in this platformer with a footy to help you past obstacles and baddies. Could get repetitive though. 86%

MASTER OF MONSTERS
IMPORT
● A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
● This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MACDONALD'S TREASURELAND ADVENTURE
SEGA
A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 84%

MADDEN '94
ELECTRONIC ART
● The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. 91%

MAZIN WARS
SEGA
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

MEAN BEAN MACHINE
SEGA
● Originally reviewed as Jap import *Puyo Puyo* Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. Simply the best puzzler yet! 89%

MEGA LO MANIA
VIRGIN
● Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
● *Tetris*, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 83%

MEGA TRAX
IMPORT
● This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MEGA TURRICAN
IMPORT
● A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but still good for a blast. 78%

MERCS
SEGA
● Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS
● The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
● Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MIG-29 FIGHTER PILOT
DOMARK
● A challenging and exciting flight sim that takes you through five tough missions. Great polygon graphics and relentless cockpit drama! 82%

MIGHT & MAGIC
ELECTRONIC ARTS
● Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

MIKE DITKA FOOTBALL
BALLISTIC
● The graphics are poor, but the game is addictive. *Mike Ditka* doesn't have the charisma of *John Madden*, but his comments make more sense. 78%

MONOPOLY
IMPORT
● A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

MOONWALKER
SEGA
● A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

MORTAL KOMBAT
ACCLAIM
● A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

MORTAL KOMBAT II
ACCLAIM
● An excellent sequel and another near-perfect conversion of the coin-op. It's even bloodier than ever as 12 characters battle it out with new moves, fatalities, babalities and friendships. 93%

MUHAMMAD ALI'S BOXING
VIRGIN
● There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS
● A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden* too deep, then try this for more fun. 70%

MUTANT LEAGUE HOCKEY
ELECTRONIC ARTS
● An attempt to pump up the comedy as players explode, get chainsaw-ed or vanish down holes in the ice. Funny or sick, it's up to you – but the gameplay is still shallow overall. 78%

MYSTIC DEFENDER
SEGA
● A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

NBA ACTION
SEGA
● An astonishingly poor basketball conversion, especially when compared with *NBA Jam*. Yet another indictment of the American games scene, where this one gestated. Avoid. 33%

NBA ALL STAR CHALLENGE
IMPORT
● The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against against the CPU or a second human player. 68%

NBA JAM
ACCLAIM
● The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

NBA SHOWDOWN
ELECTRONIC ARTS
● At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 80%

NHLPA HOCKEY '93
ELECTRONIC ARTS
● The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NHL HOCKEY '94
ELECTRONIC ARTS
● In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
IMPORT
● Our Nige stars in an only average racing game. The lack of a two-player mode really stalls this on the starting grid before it has a chance to catch up. 62%

NORMY
ELECTRONIC ARTS
● A disappointingly normal platformer with only a few wacky sprites and bizarre situations to save the day. 75%

OLYMPIC GOLD
US GOLD
● The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
● An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

THE OTTIFANTS
SEGA
● Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 83%

OUTLANDER
IMPORT
● An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

OUT RUN
SEGA
● This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

OUTRUNNERS
IMPORT
● Ace in the arcades – this is a good looking conversion with lots of tracks but it's just far too simple to control. 76%

OUTRUN 2019
SEGA
● This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

PAC-MANIA
DOMARK
● *3-D Pac-Man* is a rather pleasant outing. The graphics are excellent, making the whole thing a joy to play. 78%

PAPERBOY
DOMARK
● A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 60%

PAPERBOY 2
DOMARK
● Another fine conversion, but still no two player vs mode. If you are a fan of Paperboy, then this is more of the same, with little else added. 63%

PEBBLE BEACH GOLFLINKS
IMPORT
● Just because this begins with the same letter as *PGA* doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running to the clubhouse. 50%

PELE
ACCOLADE
● Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it on the bench. 73%

PETE SAMPRAS TENNIS
CODEMASTERS
● Wonderful tennis game. The depth of gameplay is a joy as there are always new shots to learn. It's even got four-player built-in! 90%

PGA TOUR GOLF
ELECTRONIC ARTS
● Slightly better than *Arnold Palmer* due to its much greater realism (you will even get the occasional bird tweeting in the trees) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS
● A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PGA EUROPEAN TOUR GOLF
ELECTRONIC ARTS
● Still the same *PGA* formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a *PGA* title. 88%

PHANTASY SOLDIER 3
IMPORT
● As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

PHANTASY STAR II
SEGA
● First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

PHANTASY STAR III
SEGA
● Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA
● Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
● Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIRATES
MICROPROSE
● Sub-standard adventure yarn that lacks depth and lastability. There's just not enough hear to hold your attention. 72%

PIT-FIGHTER
DOMARK
● Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. How could this fail to be a winner? 87%

POPULOUS
ELECTRONIC ARTS
● One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
● The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWER CHALLENGE
ACCOLADE
● Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 72%

POWERMONGER
ELECTRONIC ARTS
● A massive land-conquering mission. Unfortunately, graphics and sound let it down and lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE
● Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

PRINCE OF PERSIA
DOMARK
● It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 83%

PRO MOVES SOCCER
IMPORT
● Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 42%

PRO QUARTERBACK
IMPORT
● A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

QUACKSHOT
SEGA
● You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

QUAD CHALLENGE
IMPORT
● Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

RAIDEN TRAD
IMPORT
● More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

RACE DRIVIN'
TENGEN
● This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 80%

RAINBOW ISLANDS
IMPORT
● With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RANGER-X
SEGA
● Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

RAMBO III
SEGA
● Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
● Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
● The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything special. 72%

RBI 4 BASEBALL
IMPORT
● Tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is too bland. 78%

RBI BASEBALL '94
TENGEN
● The best *RBI* but still lacking that bit of imagination and flair. Well made but ultimately rather too limited. 77%

THE REN AND STIMPY SHOW
SEGA
● Manic platformer in the spirit of these two gruesome creations. Wonderful graphics will let you believe you're playing a cartoon. The wackiness doesn't wear off! 85%

THE REVENGE OF SHINOBI
SEGA
● Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGS OF POWER
ELECTRONIC ARTS
● Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS
● Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
● Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS
● You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

ROAD RASH II
ELECTRONIC ARTS
● Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. 92%

ROBOCOP 3
ACCLAIM
● Third instalment of the lethal law-enforcer. Unfortunately he's only armed with flickery sprites and a boring old format. Better left at the cinema. We're waiting for an ED209 game. 54%

ROBOCOP VS TERMINATOR
VIRGIN
● A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality. 77%

GAMES OFFERS PLEASE TURN TO SUPER SAVERS ON PAGE 68-69

MEGA DRIVE

ROLLING THUNDER 2
SEGA
● Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 88%

RUNARK
IMPORT
● Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
● An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
● This is a very sad little Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SENSIBLE SOCCER
SONY
● A fun soccer game that goes for the arcade approach rather than real simulation and strategy. Now also available in a special International version with the World Cup teams. 88%

SHADOW DANCER
SEGA
● The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS
● Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS
● The long awaited follow up to the original beastly adventure. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 78%

SHINOBI III
SEGA
● Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA
● Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINING FORCE
SEGA
● The best RPG game to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combet scenes. 93%

SHOVE IT
IMPORT
● As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA
● Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SKITCHIN
ELECTRONIC ARTS
● An action packed race game along the lines of *Road Rash* only on skateboard. Fast moving and frantic only the lack of invention on later levels lets this down. 84%

SLAPFIGHT MD
IMPORT
● A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%

SLIME WORLD
IMPORT
● Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SNAKE, RATTLE AND ROLL
SEGA
● A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%

SNOW BROS
IMPORT
● Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

SOCKET
IMPORT
● *Sonic* clone that still manages to be challenging, fun and even a bit original. Packed with super-fast action. 84%

SOL-FEACE
IMPORT
● A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA
● Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA
● The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SONIC THE HEDGEHOG 3
SEGA
● Die-hard fans will love it but everyone else may feel the *Sonic* style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 87%

SONIC SPINBALL
SEGA
● Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lastability. 79%

SPACE HARRIER II
SEGA
● The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
● Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN
● Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty wicked. Play against a friend or the CPU, but play it! 92%

SPIDER-MAN
SEGA
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPIDER-MAN AND THE X-MEN
FLYING EDGE
● A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%

SPLATTERHOUSE 2
NAMCO
● Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

SPORTS TALK BASEBALL
SEGA
● A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER
IMPORT
● Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS
● Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

STAR TREK: TNG
IMPORT
● Jean Luc never looked so stiff (OK, he did). Tedious trekkie yarn with pathetic action and little to tease your brain. 52%

STEEL EMPIRE
ACCLAIM
● A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

STEEL TALONS
DOMARK
● The Mega Drive hasn't been utilised to its full potential and fails to impress as much as the old arcade game. Chopper combat at a much lower level. 54%

STORMLORD
IMPORT
● A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%

STREET FIGHTER II
SEGA
● The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out the graphics were astoundingly superior and gameplay is still super-fast. 95%

STREET SMART
SEGA
● This beat-'em-ups gameplay is limited due to the too small array of martial arts moves at your disposal. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE
SEGA
● This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 83%

STREETS OF RAGE II
SEGA
● A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STREETS OF RAGE III
SEGA
● Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the gameplay's too similar. Take your pick. 82%

STRIDER
SEGA
● All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

STRIDER II
US GOLD
● This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

SUB TERRANIA
SEGA
● Time to dust off those *Thrust*-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimey nasties. 88%

SUMMER CHALLENGE
ACCOLADE
● Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

SUMO
IMPORT
● Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%

SUNSET RIDERS
KONAMI
● Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF
IMPORT
● Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS
● Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%

SUPER BATTLESHIP
IMPORT
An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 36%

SUPER BATTLETANK
IMPORT
● This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA
● Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 67%

SUPER HANG-ON
SEGA
● Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
● A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
● It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER KICK OFF
US GOLD
● May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL
SEGA
● Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPERMAN
VIRGIN
● Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SUPER MILITARY
IMPORT
● This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA
● Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA
● An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC
● A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA
● The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM
● Highly acclaimed arcade game that is very tough but successful controls and a sprite-filled screen make it awesome. 85%

SUPER STREET FIGHTER II
SEGA
● Impressive sequel to the most sequelled beat-'em-up of all time. Four great new characters and extra moves. Ace. 90%

SUPER THUNDER BLADE
SEGA
● A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
● Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd reallly have to want to play the sport to enjoy this. 84%

SUPER WRESTLEMANIA
FLYING EDGE
● Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

SWORD OF SODAN
ELECTRONIC ARTS
● Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA
● A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
● The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

TAZ MANIA
SEGA
● Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS
● Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 70%

TECHNOCOP
IMPORT
● An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
● There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

TECMO WORLD CUP SOCCER
IMPORT
● The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

TECHNOCLASH
ELECTRONIC ARTS
● This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TEENAGE MUTANT NINJA TURTLES
KONAMI
● A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

TEL TEL BASEBALL
IMPORT
● Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE HULK
US GOLD
● Old fashioned platform designs but there's plenty of shirt-splitting fun! 80%

THE TERMINATOR
VIRGIN
● This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA
● A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC
● This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THE GREAT WALDO SEARCH
IMPORT
● An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%

THUNDER FORCE II
SEGA
● Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA
● Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA
● The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
● It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
● The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
● Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI
● A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA
● Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA
● Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TOM AND JERRY: FRANTIC ANTICS
IMPORT
● Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%

TONY LA RUSSA BASEBALL
ELECTRONIC ARTS
● Very stats heavy sim that you'll have to really be into baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 64%

TOXIC CRUSADERS
IMPORT
● Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TOYS
IMPORT
● Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%

TMHT: TOURNAMENT FIGHTERS
● The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious *StreetfFighter*-ish fun with a lighter style and some superb animation. Cowabunga! 89%

TRAMPOLINE TERROR
IMPORT
● Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TROUBLE SHOOTER
IMPORT
● *Forgotten Worlds* updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA
● Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA
● The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC
● A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%

TWIN COBRA
SEGA
● Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA
● Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
● A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA
● The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%

TWO TRIBES
VIRGIN
● A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 88%

ULTIMATE SOCCER
SEGA
● Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

VIRTUAL PINBALL
ELECTRONIC ARTS
● More construction than pinball thrills. The preset tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 74%

VIRTUA RACING
SEGA
● A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 89%

ULTIMATE TIGER
IMPORT
● Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weaponry. 80%

UNDEADLINE
IMPORT
● You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Power-ups and tough zombie level guardians keeps everything alive and kicking. 85%

PRO FILE

UNIVERSAL SOLDIER
ACCOLADE
● *Turrican II* has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

VALIS
IMPORT
● The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
● Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a really monotonous arcade-style adventure. 78%

VARIS SD
IMPORT
● This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
● This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
● The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER SPECIAL
IMPORT
● The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE
● As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
● You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
● If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it does get boring for the more experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS
● You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 70%

WHIP RUSH
SEGA
● The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there have since been better games released. 65%

WIMBLEDON
SEGA
● Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 80%

WINTER CHALLENGE
BALLISTIC
● Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WIZ 'N' LIZ
● Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. 79%

WONDER BOY III
SEGA
● The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

WONDER BOY IV
SEGA
● More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA
● The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've p

WORLD CLASS LEADERBOARD
US GOLD
● Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA
● This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for trying at least. 76%

WORLD CUP USA '94
US GOLD
● You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay boot this below *FIFA* standard. 83%

WORLD OF ILLUSION
SEGA
● The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WORLD SERIES BASEBALL
IMPORT
● A very enjoyable bit of batting and fielding. Easy to get into and especially fun on two-player mode. Only problem is it's way too easy. 80%

WRESTLE WAR
SEGA
● Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

WWF ROYAL RUMBLE
ACCLAIM
● Disappointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 70%

XENON II
VIRGIN
● Only thewoefully poor collision detection and occasional incident of screen slowdown prevent this from being essential. 80%

X-MEN
SEGA
● A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y's 3: WANDERERS FROM Y'S
IMPORT
● An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

ZANY GOLF
ELECTRONIC ARTS
● Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

ZOOL
EA
● This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! 84%

ZOOM
SEGA
● Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

ZOMBIES
KONAMI
● The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 91%



AFTER BURNER III
IMPORT
● Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

BATMAN RETURNS
SEGA
● Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%

BATTLECORPS
CORE DESIGN
● Hugely impressive game is a must for all CD owners. Fantastic graphics, gameplay, sound and graphics make this a stunner. 95%

BILL WALSH COLLEGE FOOTBALL
ELECTRONIC ARTS
● A pretty straight conversion from cart makes this a very playable American Football game. The CD only adds that extra bit of FMV coaching (and some advice on college life). 88%

BRUTAL
GAMETEK
● A different approach to the one-on-one beat-'em-up genre, with cute and cuddly animal characters. The presentation's great, but sadly the unskilful action is a bit of a letdown. 72%

CHUCK ROCK
SONY
● Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 72%

CHUCK ROCK II: SON OF CHUCK
IMPORT
● The same old platform style is relieved by some polished graphics and difficult levels. The best thing about this release though is the terrific cartoon intro. 80%

CLIFFHANGER
SONY
● Only half a game really, by a long way the better half being the snow-boarding section that's pretty impressive. The beat-'em-up bits are just plain sad. 77%

DOUBLE SWITCH
IMPORT
● Very *Night-Trap*-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA
SONY
● The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 76%

DRACULA UNLEASHED
IMPORT
● This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD
VIRGIN
● A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well constructed sci-fi ideas. 91%

FIFA SOCCER: CHAMP EDITION
ELECTRONIC ARTS
● Really, really, REALLY good. Even better then the legendary cart version, with subtly improved gameplay, this is a must-buy if you're into a footy games. 95%

FINAL FIGHT CD
SEGA
● Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

GROUND ZERO, TEXAS
SONY
● One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious *Lethal Enforcers* style shoot-'em-up and some passable (very Fifties) character acting. 89%

HEIMDALL
JVC
● Conversion of the excellent computer RPG starring Viking gods. Amusing and challenging, it's one of the best adventures around. 88%

JAGUAR XJ220
SEGA
● Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

JURASSIC PARK
IMPORT
● Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

KRIS KROSS MAKE MY VIDEO
SONY
● A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%

LUNAR: THE SILVER STAR
IMPORT
● A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot – its only imperfections are the weak combat sequences. 93%

MAD DOG McCREE
IMPORT
● A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwacked. Graphics aren't quite arcade quality. 83%

MARKY MARK: MAKE MY VIDEO
SEGA
● Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

MONKEY ISLAND
LUCAS ARTS
● The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disk access is excrutiatingly slow. Yawn. 61%

MORTAL KOMBAT
ACCLAIM
● Who has never heard of this, the most famous fighting game of all time? The Mega-CD version has been well enhanced with extra graphics and sound, making this probably the most arcade-perfect conversion on any console format. 93%

MYSTERY MANSION
SEGA
● A rendered adventure along *Jurassic Park* lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS
IMPORT
● A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 33%

NHL HOCKEY
ELECTRONIC ARTS
● Another more-or-less unchanged arrival from cart with FMV trimmings. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT STRIKER
IMPORT
● A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

NIGHT TRAP
SEGA
● One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 60%

POWERMONGER
ELECTRONIC ARTS
● A huge strategy sim that it'll take ages to complete. The downside is just how repetitive the gameplay is. 79%

PRINCE OF PERSIA
SEGA
● Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

PRIZEFIGHTER
ELECTRONIC ARTS
● Excellent two-fisted action that cleverly uses black and white FMV to give that authentic Raging Bull feel while saving loads of memory (with a small screen). Bags of atmosphere and some brutal opponents. 81%

REBEL ASSAULT
JVC
● A great conversion of the Star Wars 3-D blaster, featuring lots of video clips and animations from the movies. A dream for Star Wars fans, although gameplay is a bit limited. 86%

ROAD AVENGER
SEGA
● Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

ROBO ALESTE
COMPILE
● Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

SENSIBLE SOCCER
SONY
● The lifelike sound and lasting playability give this an atmosphere to savour. The first CD footy title sets a very high standard. 86%

SEWER SHARK
SEGA
● Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA
● A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II
PSYGNOSIS
● Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II
SEGA
● Three more cases await Holmes in a sequel that boasts impressive film sequences. Shame the challenge is limited. 79%

SILPHEED
IMPORT
● Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 69%

SOL FEACE
SEGA
● The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

SONIC CD
SEGA
● A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN
SEGA
● Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. 37%

STELLAR-FIRE
SIERRA
● A truly awful title that crawls along a boring landscape and occassionally meets some blocky alien attackers. Ugly. 19%

SUPER LEAGUE CD
SEGA
● What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

SWITCH
IMPORT
● Perhaps the most bizarre Japanese game ever! No gameplay in the traditional sense and getting through each level relies on luck! The graphics and wacky sense of humour are brilliant! 67%

TIME GAL
WOLFTEAM
● Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM
● Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%

THUNDERHAWK
CORE
● An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

VAY
IMPORT
● Another epic RPG from the creators of *Lunar – The Silver Star*. This time the battle sequences are much better, although they still crop up perhaps a tad too often, getting in the way of the excellent adventuring. 88%

WING COMMANDER
ELECTRONIC ARTS
● Fun space arcade sim that'll have you saving the galaxy (again) via classic 3-D blasting action. Bit of a shame about the poor scaling on the enemy ships though. 79%

WOLFCHILD
SEGA
● A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA
● Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that justifies its appearance on CD. 82%

WWF: RAGE IN THE CAGE
ACCLAIM
● Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining. 81%



ADDAMS FAMILY
ACCLAIM
● A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. 77%

ANDRE AGASSI TENNIS
TECMAGIK
● A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 48%

ALADDIN
SEGA
● Lack of challenge really leaves this in the doldrums. Pretty, but not enough to do or see. 60%

ALIEN 3
ARENA
● All action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO
● The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA
● Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 71%

ASTERIX
SEGA
● Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 55%

AX-BATTLER
SEGA
● One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE
● Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with superb graphics, great sound and devilishly good gameplay. 92%

BATMAN RETURNS
SEGA
● Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTLETOADS
SEGA
● Nice looking beat-'em-up that gets progressively more impossible to play. Probably that bit too frustrating even for fans of these likable amphibians. 73%

GAMES OFFERS PLEASE TURN TO SUPER SAVERS ON PAGE 68-69

BATTER UP
SEGA
● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO
● Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL
● *Speedball* is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA
● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

CHAKAN: THE FOREVER MAN
SEGA
● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO
● Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA
● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA
● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

CHUCK ROCK 2
● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 78%

CJ ELEPHANT
CODEMASTERS
● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 44%

COLUMNS
SEGA
● Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

COSMIC SPACEHEAD
CODEMASTERS
● A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 85%

CRASH DUMMIES
ACCLAIM
● All that's here is a small compendium of very short and addictive stages that may interest the veryinexperienced but at this price, we really doubt it! 49%

CRYSTAL WARRIORS
SEGA
● Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%

DESERT SPEEDTRAP
SEGA
● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 76%

DEFENDERS OF OASIS
SEGA
● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%

DINO BASHER
CODEMASTERS
● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%

DOUBLE DRAGON
VIRGIN
● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating to bare for any length of time. 45%

DRAGON
VIRGIN
● Not the same as the Mega Drive version t all. This is not as bad as Robocop but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%

DRAGON CRYSTAL
SEGA
● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 80%

DROP ZONE
CODEMASTERS
● A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%

EVANDER HOLYFIELD BOXING
SEGA
● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

ECCO
SEGA
● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%

FACTORY PANIC
SEGA
● Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA
● Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FANTASTIC DIZZY
CODEMASTERS
● Even on the small screen *Dizzy* makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%

FIRE & ICE
VIRGIN
● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 66%

F1
DOMARK
● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of the top Grand Prix drivers. "It's all quite remarkable Murray..." 81%

G-LOC
SEGA
● *G-LOC* moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT
● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA
● This sad boxing sim (also known as *Heavyweight Champ*) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE
● *Halley Wars* pales into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole Aleste experience one you will never forget. 92%

GLOBAL GLADIATORS
VIRGIN
● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GP RIDER
SEGA
● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%

HALLEY WARS
SEGA
● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA
● This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

HOOK
SONY
● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 68%

THE HUMANS
GAMETEK
● This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

THE INCREDIBLE HULK
US GOLD
● Not particularly incredible as The Hulk stomps his way through stnadard platform levels. Grabbing and punching endless gun-toting baddies soon gets very repetitive. 47%

INDIANA JONES 3
SEGA
● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 78%

JAMES BOND
DOMARK
● James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. 70%

JAMES POND II
US GOLD
● This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%

JOE MONTANA FOOTBALL
SEGA
● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA
● Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. 72%

KLAX
DOMARK
● Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM
● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

LAND OF ILLUSION
SEGA
● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

LEMMINGS
SEGA
● Take control of the *Lemmings* and save their skins with various constructive activities. Extraordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA
● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MARBLE MADNESS
DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutley superb. 79%

MEAN BEAN MACHINE
SEGA
Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 89%

MONSTER WORLD II
SEGA
● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

MORTAL KOMBAT
ACCLAIM
● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%

MORTAL KOMBAT II
ACCLAIM
● Another excellent hand-held conversion for the even more playable sequel. Superb animation and fatalities galore! 93%

NBA JAM
ACCLAIM
● Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. From downtown... 88%

NINJA GAIDEN
SEGA
● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD
● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA
● The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA
● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

THE OTTIFANTS
SEGA
● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the appeal.63%

PAC-MAN
SEGA
● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK
● Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA
● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

PGA TOUR GOLF
TENGEN
● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the *PGA* event. 85%

POPILS
DOMARK
● Puzzle fans everywhere should own a copy of Popils. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK
● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM
● Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PUTT AND PUTTER
SEGA
● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA
● Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

REN & STIMPY
SEGA
● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 68%

RC GRAND PRIX
IMPORT
● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 59%

ROBOCOP 3
ACCLAIM
● No originality in this game that re-hases a tired old format. Poor, even taking into account the limitations of the small screen. 55%

SHINOBI
SEGA
● Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA
● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SLIDER
SEGA
● Also known as *Skweek*, it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA
● Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA
● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA
● As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves *Sonic* can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SONIC SPINBALL
SEGA
● Decent enough conversion of Sonic's over-rated MD pinball outing, whose repetitive gameplay gets flipping frustrating. 60%

SPACE HARRIER
SEGA
● The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. Better take-off and land somewhere else. 71%

SPIDER-MAN
FLYING EDGE
● Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM
● A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STAR WARS
US GOLD
● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 90%

STREETS OF RAGE
SEGA
● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

STREETS OF RAGE II
SEGA
● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN
● Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

SUPER GOLF
SIGMA
● Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA
● The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TALESPIN
SEGA
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA
● A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

TENGEN'S WORLD CUP SOCCER
DOMARK
● Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

THE TERMINATOR
VIRGIN
● One of the finest platform blasters ever to arrive. Absolutley superb sprite animation and some totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

TERMINATOR II
ARENA
● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 71%

T2: JUDGEMENT DAY
● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20%

TOM AND JERRY
SEGA
● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

ULTIMATE SOCCER
SEGA
● A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. 78%

VAMPIRE MASTER OF DARKNESS
SEGA
● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

VIKING CHILD (THE)
GAMETEK
● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WWF: STEEL CAGE CHALLENGE
ACCLAIM
● The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%

WIMBLEDON
SEGA
● Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WINTER OLYMPICS
US GOLD
The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 78%

WOLFCHILD
VIRGIN
● Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%

WONDER BOY
SEGA
● This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA
● Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%

PRO FILE

FOR DETAILS OF OUR GREAT

GAME GEAR

WORLD CUP USA '94
US GOLD
● *Top quality Game Gear fare, this really is an excellent conversion of the good Mega Drive release. The AI is good and the tough teams are the one's you'd expect. Very impressive.* 94%

WORLD CLASS LEADERBOARD
SEGA
● Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

ZOOL
GREMLIN
● Colourful and smooth this still loses out with too much repetition and too little content to be truly entertaining. 75%



MASTER SYSTEM

ACE OF ACES
SEGA
● MS flight sims have never been complex and this isn't breaking any new ground. In-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%

THE ADDAMS FAMILY
ACCLAIM
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 75%

AGASSI TENNIS
TECMAGIK
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA
● Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA
● Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALADDIN
SEGA
● What's great on MD gets re-worked into mediocrity on the MS. A different game with much less platform fun to offer. 58%

ALEX KIDD IN HI-TECH WORLD
SEGA
● Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA
● Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 85%

ALEX KIDD AND THE LOST STARS
SEGA
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not in this! Finding the lost stars won't take you long. 79%

ALIEN 3
ACCLAIM
● As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA
● Massive "save the human race" game, with cool visuals, but a bit eas. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 85%

ALTERED BEAST
SEGA
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flickery sprites and scrolling. 50%

AMERICAN BASEBALL
SEGA
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 83%

AMERICAN PRO FOOTBALL
SEGA
● This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 83%

ARCADE SMASH HITS
VIRGIN
● *Centipede, Break-Out* and *Missile Command* all in one cart. All the games are basic but addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA
● A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA
● Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics are like a comic book, and the incidental music is more than just that. 94%

ASTRO WARRIOR
SEGA
● Usual shoot-'em-up stuff. Pick up the power-ups, learn formations and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 70%

BACK TO THE FUTURE III
FLYING EDGE
● Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA
● If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE
● The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA
● An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA
● You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLADE EAGLE 3-D
SEGA
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 77%

BOMBER RAID
SEGA
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 33%

BONANZA BROS
SEGA
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 90%

BUBBLE BOBBLE
SEGA
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

BUGGY RUN
SEGA
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 79%

CALIFORNIA GAMES
SEGA
● Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II
SEGA
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CAPTAIN SILVER
SEGA
● Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 44%

CASTLE OF ILLUSION
SEGA
● Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK *34.99*
● Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA
● Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CHUCK ROCK 2
CORE
● Chuck's son brings some stone-age humour to the MS. Excellent platform action from start to finish. If you liked the original... 83%

CLOUD MASTER
SEGA
● You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA
● Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

COSMIC SPACEHEAD
CODEMASTERS
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

CYBER SHINOBI
SEGA
● The *Shinobi* series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA
● While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA
● Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA
● A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DEEP DUCK TROUBLE
SEGA
● Fun — if a more than a little samey — sequel to the playable *Donald Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 86%

DESERT SPEEDTRAP
IMPORT
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 74%

DESERT STRIKE
DOMARK
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 93%

DINOBASHER
CODEMASTERS
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 57%

DOUBLE DRAGON
SEGA
● This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA
● Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON
VIRGIN
● Two Mbit and too old. With so little memory available this is missing that killer punch a beat-'em-up needs. 47%

DRAGON CRYSTAL
SEGA
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA
● If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA
● A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ECCO THE DOLPHIN
SEGA
● If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

F1
DOMARK
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER
SEGA
● Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASTIC DIZZY
CODEMASTERS
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 92%

FANTASY ZONE
SEGA
● For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! 91%

FANTASY ZONE 2
SEGA
● More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA
● The shoot-'em-up game has been changed to a *Pac-Man* format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS
● Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 70%

GAIN GROUND
SEGA
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA
● This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 86%

GANGSTER TOWN
SEGA
● Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 65%

GAUNTLET
SEGA
● Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is okay, but nothing new. 69%

GHOSTBUSTERS
SEGA
● Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA
● Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA
● A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA
● A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN
● It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA
● A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA
● A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA
● Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA
● For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA
● The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER
SEGA
● The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL
SEGA
● Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. 75%

GREAT BASKETBALL
SEGA
● Die-hard fans will be more at home here. The two-player mode makes the game a real challenge, but the CPU opponents are easy. 78%

GREAT FOOTBALL
SEGA
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt twithout any atmosphere. 60%

GREAT GOLF
SEGA
● There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA
● Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

HANG-ON
SEGA
● How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA
● Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD
● This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

IMPOSSIBLE MISSION
US GOLD
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

THE INCREDIBLE HULK
US GOLD
● A total waste of an excellent licence places The Hulk in a bog-standard platform adventure. Worse still, the repetitive punching of swarming baddies makes you very, very angry! 44%

INDIANA JONES 3
US GOLD
● Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

JAMES BOND
DOMARK
● Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JAMES POND II
US GOLD
● This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL
SEGA
● If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA
● Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

KENSEIDEN
SEGA
● While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN
● Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM
● Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA
● You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

LASER GHOST
SEGA
● One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA
● A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA
● Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

GAMES OFFERS PLEASE TURN TO SUPER SAVERS ON PAGE 68-69

MASTER SYSTEM

LINE OF FIRE
SEGA
● Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA
● This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA
● Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

MARBLE MADNESS
VIRGIN
● Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MASTER OF DARKNESS
SEGA
● As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 80%

MAZE HUNTER 3-D
SEGA
● Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MEAN BEAN MACHINE
SEGA
● The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you bean-ing against your mates (and the CPU characters) for days! 90%

MERCS
SEGA
● This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MICRO MACHINES
CODEMASTERS
● A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%

MIRACLE WARRIORS
SEGA
● This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA
● This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA
● Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 79%

MORTAL KOMBAT
ACCLAIM
● A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MS PACMAN
TENGEN
● Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 72%

MY HERO
SEGA
● This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 64%

NEW ZEALAND STORY
TECMAGIK
● It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 88%

THE NINJA
SEGA
● For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 75%

NINJA GAIDEN
SEGA
● One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 90%

OLYMPIC GOLD
US GOLD
● Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO
● The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 73%

OUT RUN
SEGA
● There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available. 73%

OUT RUN 3-D
SEGA
● Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD
● This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. 90%

PAC-MANIA
TECMAGIK
● An excellent interpretation, but 35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN
● Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 81%

PARLOUR GAMES
SEGA
● Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA
● The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun. 77%

PGA TOUR GOLF
TENGEN
● A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA
● It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up. You'll be coming back to this. 94%

PIT-FIGHTER
DOMARK
● A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK
● A game that you'll either love or hate. This is very accurate to the original, but about ten times as big. 88%

POSEIDON WARS 3-D
SEGA
● Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Simple and not worth bothering with. 34%

POWER STRIKE
SEGA
● An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%

POWER STRIKE II
SEGA
● A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 89%

PRO WRESTLING
SEGA
● All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA
● Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK
● Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA
● Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

PSYCHO FOX
SEGA
● This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 88%

PUTT 'N PUTTER GOLF
SEGA
● A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

RAINBOW ISLANDS
SEGA
● A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but much too easy. 79%

RAMBO III
SEGA
● Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction doesn't last. 77%

RAMPAGE
SEGA
● Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Fun. 85%

RAMPART
TENGEN
● A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA
● Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 88%

RC GRAND PRIX
SEGA
● Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega have ads everywhere? 59%

RENEGADE
SEGA
● After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA
● Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROAD RASH
US GOLD
● Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

ROBOCOP 3
ACCLAIM
● Yet another film release without much originality. Very basic gameplay makes this sad. 52%

R-TYPE
SEGA
● This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. 94%

RUNNING BATTLE
SEGA
● Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA
● Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise. 63%

SAGAIA
SEGA
● What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. Far too easy. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA
● This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy. 54%

SCRAMBLE SPIRITS
SEGA
● Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 44%

SECRET COMMAND
SEGA
● This is very close to the Capcom *Commando* coin-op; it's even based in a jungle with huts and everything. Essential carnage. 85%

SEGA CHESS
SEGA
● Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SENSIBLE SOCCER
SONY
● A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

SHADOW DANCER
SEGA
● Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK
● Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent music and some improved gameplay make it hot! 90%

SHANGHAI
SEGA
● One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA
● There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels withthat should be a doddle. 79%

SHOOTING GALLERY
SEGA
● This is highly over-priced. Only four simple rounds of shooting various targets. 70%

SHOOTING GAMES
SEGA
● Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA
● Like its MD counterpart, *EA Hockey*, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 76%

SONIC CHAOS
SEGA
● Play as Sonic or Tails in the hedge's latest MS incarnation. Great graphics but gameplay hasn't changed and it's all just too easy! 69%

SONIC THE HEDGEHOG
SEGA
● Totally excellent conversion proving that the MS can retain some originality.This mini-arcade adventure is fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA
● A fantastic version of the most famous game in the world, but it's bugged.Don't be too disappointed when Tails doesn't appear. Great! 95%

SPACE GUN
SEGA
● If you're a dab hand with the Phaser, this title should bring a smile to your face. 56%

SPACE HARRIER
SEGA
● There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 84%

SPEEDBALL 2
VIRGIN
● Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA
● One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. You'll go underground, through space and time and even to the land of the dead. 90%

SPIDER MAN
SEGA
● Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA
● Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA
● The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STAR WARS
US GOLD
● This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

STRIDER
SEGA
● The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD
● Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA
● This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA
● You take charge of a submarine and progress through the seaworld, while shooting anything that moves. A poor water-bound *R-Type*. 68%

SUMMER GAMES
SEGA
● This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN
● Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 84%

SUPER KICK OFF
US GOLD
● All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPERMAN
VIRGIN
● A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 78%

SUPER MONACO GP
SEGA
● A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA
● A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA
● Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM
● A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 65%

SUPER SPACE INVADERS
DOMARK
● Original waves and a sensational simultaneous two-player option sets this miles above any clone. 82%

SUPER TENNIS
SEGA
● This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA
● The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA
● Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA
● Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA
● Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA
● Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy it's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA
● There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TOM AND JERRY
SEGA
● You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRIVIAL PURSUIT
DOMARK
● This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

T2: JUDGEMENT DAY
● You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. 35%

ULTIMA IV
SEGA
● If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast and challenging 92%

ULTIMATE SOCCER
SEGA
● Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

VIGILANTE
SEGA
● This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment. 77%

WWF: STEEL CAGE
ACCLAIM
● Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA
● Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA
● Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WINTER OLYMPICS
US GOLD
● The game that spawned awful TV ads. All the bob and ski events could do with a re-vamp as they're much too similar. A bit frozen. 77%

WOLFCHILD
VIRGIN
● A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%

WONDER BOY
SEGA
● This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA
● The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it. 89%

WONDER BOY IN MONSTER-WORLD
SEGA
● An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA
● If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WORLD CLASS LEADER BOARD
US GOLD
● A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA
● It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 77%

WORLD GAMES
SEGA
● This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA
● This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA
● A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

WORLD TOURNAMENT GOLF
SEGA
● Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

XENON II
VIRGIN
● You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 85%

Y'S: THE VANISHED OMENS
SEGA
● An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA
● Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZOOL
GREMLIN
● Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 78%









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OCTOBER 1994 **SEGA PRO**

SEGA PRO

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LETTERS

SEGA PRO 31.8.94 PROTEST!

CONTACT

Send your letters to:
Chris Marke,
Protest, SegaPro,
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF.
(SegaPro reserves the right to clip letters sent in by our readers.)

PROTEST!

There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts can be won!

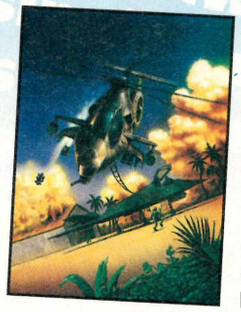
PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

PROTEST!

Well Ladies and Gentleman, there's a new man in town, ever determined to maintain the quality, integrity and impartiality of the SegaPro letters pages. After all, it's one of the things that made this magazine great. Oh yeah, one more thing, Chris is a really nice bloke, salt of the earth and all that, honest! So if he insults anyone, please don't hold it against him!

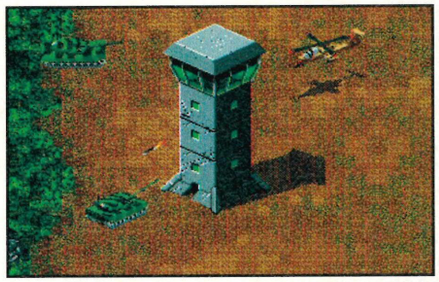
QUAINTLY CURIOUS



Congrats on a top mag, keep up the good work, your mag is ace! Right then, enough brown tonguing for now methinks, down to business…

1. Is there any possible way to reset the times on Time Attack on *Sonic 3*?
2. When is *Sonic And Knuckles* coming out in the shops? How much is it going to cost?
3. Please tell me which game is best out of *Jurassic Park*, *Jungle Strike* and *Mega-lo-mania*?
4. Please, please could you send me a T-shirt? I know you'll say no! Anyway please!
5. Which footy team do you support (and for God's sake don't say bloody Man Utd)? I support Blackburn because they're cool.
6. Please could you tell my little brother Tommy for once in his life to get off his lazy backside and do something.

Ta very much, see ya!
David Dawson, Powys



Don't worry, David, there's no such thing as too much crawling. Anyway in answer to your questions:

1. Sorry but you can't reset the times, David, all you can do is play the game and get there on merit.
2. At the moment it's supposed to be coming out in November, just in time for the Christmas rush. However, we all know how these times have a habit of slipping, so it's best to wait and see. As for the price, nothing has been announced yet, but keep your eyes peeled for more news next issue.
3. Jungle Strike.
4. I think you answered your own question!
5. Go on admit it, you only support Blackburn because they splash so much cash. As for me, I'm a die-hard Chelsea fan. Forget last year's FA Cup final result, we're going to take Europe by storm this season. (And Leicester City will win the league! – Phil.)
6. Stay in bed with a good mag, Tommy!

★★★

LONELY HEARTS

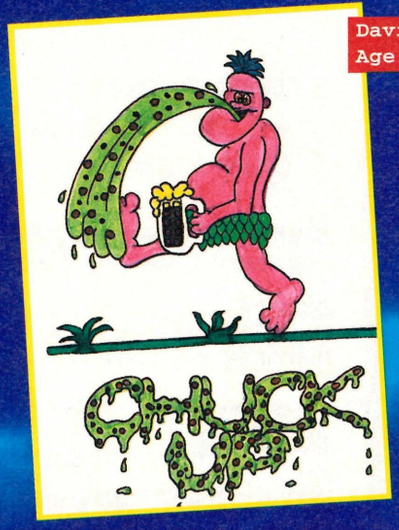
Despite the fact I will never stop buying your magazine, as I think it's the best one in the whole world, I'm at the end of my tether. I honestly don't know what else to do but write to you with a desperate plea. Whatever happened to the man of my dreams? Who's that? I hear you ask. Mel Gibson? Robbie from Take That? The dreamboat I pass every day on my way to college? No, it's none of these people, however hunky they are. My ideal date was

PROART

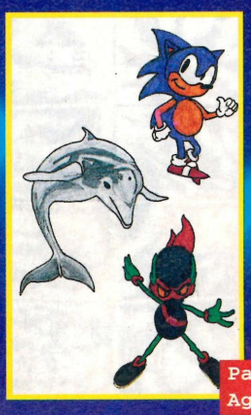
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want !



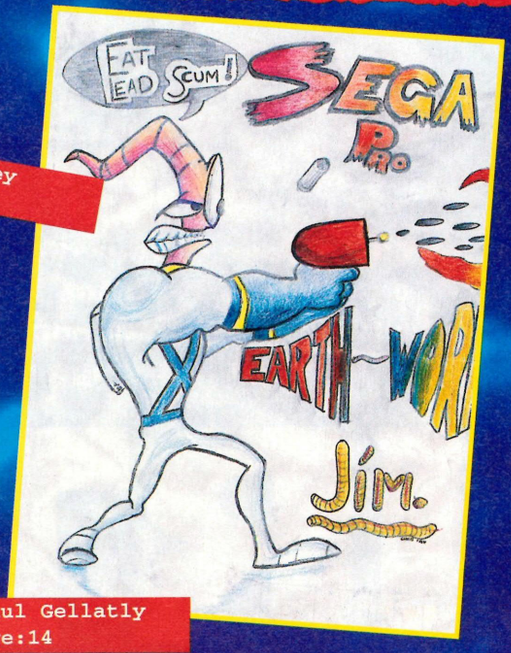
AN Other
Age:??



David James
Age:19



Chris Blakey
Age:??



Paul Gellatly
Age:14

PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark tunrs his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

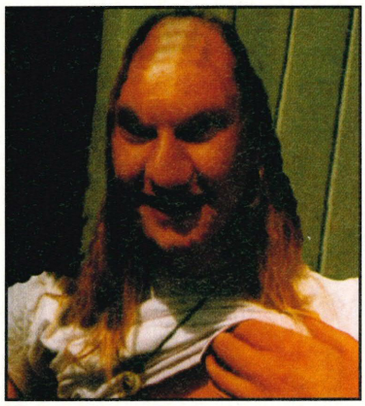
and always will be Colin Nightingale, who used to help design the magazine. Whatever happened to him? Where did he go? Will I ever see his picture again?

Please tell me the answer to my problem, I really am desperate!

Tracy Tungsten, Totley Barton

To be honest Tracy I think the answer to your problem can be found in the Twilight Home for the Permanently Bewildered! The really nice people in white coats who work there will know exactly what to do with you.

However, if you really want to be re-united with young Colin, buy our sister magazine SEGA XS as well as SegaPro. You'll find him beaming from the pages of this tome every month, looking as fresh-faced as ever. Don't dismiss the Twilight Home though; it could be much more sensible to give them a visit.



UNTRAINED MELODIES

Software Failures carried on for a few months so I thought you might need something else to put in the bin: Software Songs! Here are some a friend and I thought up for some Mega Drive characters:

Sonya – Sealed With A Kiss
Reptile – Karma Chameleon
Rayden – Greased Lightning
Bubsy – What's New Pussycat
Fantastic Dizzy – Dizzy (obviously – Ed)
Road Rash – Born to be Wild (sob – Ed)
Krusty's Super Fun House – House of F...(snip)

Michael Murphy, Forres

Sorry Michael, as much as I enjoyed your ideas, I had to say enough is enough. It was for the sake of my sanity more than anything else! However, for sheer perseverance (there are pages of these things, folks!) and as a peace offering, so you won't send me any more, please accept a T-shirt. Anyone else with a similar idea may be wise to keep it to themselves, but then again, what the hey, I'm a brave man. Send them in and I'll tell you what I think.



PROQUOTES • PROQUOTES • PROQUOTES

"It's past midnight now, I have to go to sleep."

Russell Courts, London

Well we're really sorry if we've kept you up.

"I despise people who slag off Mario. I am a SNES owner but don't slag Sonic off!"

Fergus Armour, Carrick

Surely there are people more worthy of your hatred. Arsenal fans perhaps?

"Sob! Why didn't anyone warn me about *AX-101*?"

Tim Greenwood, Manchester

Tsk... If only you'd checked out the review in SegaPro Issue #33, me old mate!



PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SegaPro as we really do care about our readers' points of view.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

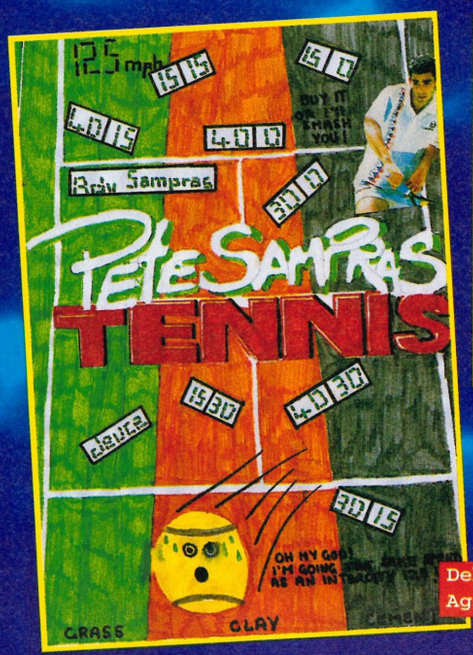
Problems and Procures,
SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth
BH1 1NF.

Alan Rogers from Brighton writes in with the following: "Is there any way to link up two Mega Drives, so you can play games against your friends without having to have a split screen?"

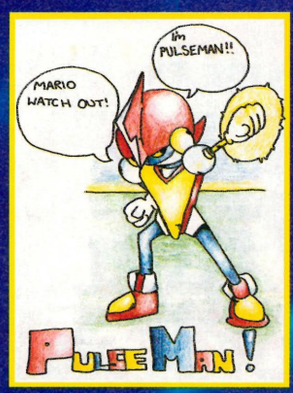
At the time of writing I am not aware of any system in this country that allows you to link two Mega Drives. However, in America there is in fact something called the Edge 16 modem, from the telecom company AT&T, which allows you to connect two Mega Drives over the phone and play against a friend. However, this only works with games designed to accommodate it. There has been talk of *Zero Tolerance*, the new *Doom* clone from Accolade, having some sort of link-up facility. As yet we haven't seen any proof of this, but when we do you'll be the first to know.

Matthew Wright from Colchester wants to know (a) With the craze for first-person perspective games on the Mega Drive and Mega Drive 32, will Electronic Arts be bringing out *Space Hulk* on either of the two machines? and (b) Will *Space Crusade* be coming out for the Mega Drive? Firstly, it's interesting you should mention the current spate of first-person games, which is something that's really come into vogue since the success of *Doom*. *Doom* is a superb game, blessed with loads of nail-biting action, superb playability and oodles of nerve-tingling atmosphere. Check out our preview of Domark's *Bloodshot* in this issue for another example of the genre.

However, despite this Electronic Arts have no plans at present to bring out *Space Hulk* on any Sega system. The same is also true of *Space Crusade*. So for the time being you'll have to rely on the PC versions of these two games.



Debbie Stokoe
Age:??



Neil Wilcock
Age:13



Michael Murphy
Age:15

LETTERS

SEGA PRO 31.8.94 PROTEST!



G'DAY GOD

I am God and I'm fed up with watching the clouds go by, so send me a Mega Drive (not really, I already have one). Instead, do me a favour and send me a game or I shall send all the heavenly thunder down on you (I'm not all good, you know). Oh, by the way, I was lucky enough to win a *Bubsy* game but I already got the cart for Christmas.

Edward Strong, Penrith

PS. I'm God really (Honest)!

PPS. Your magazine is great.

Wow it's a real honour to be talking to the creator of the world and now we all know what you did on the seventh day – create and play the Mega Drive! Also what a great sense of humour you have. That joke about the Mega Drive was really funny – no really!

One little thing is playing on my mind though, and pardon my presumptuous rudeness in expressing this thought: if you're all-seeing and all-knowing, why do you need me to send you a game? Surely it's much simpler to create your own copy? After all, if you can fire thunder from the heavens at me, it must be child's play to get any game you want.

Finally, God me old mate, why do you want the game sent to the address of young Edward? Is he the new Messiah or just another punter on the blag? Until I get an answer I'm afraid the cart stays here. Anyway, Lucifer told me not to send you anything, so there!

Christian Oliver from Exeter has written in asking why there are only six characters in the Game Gear version of *Mortal Kombat*? He also asks what has happened to the bonus level?

Well there are some logical reasons for these omissions. Firstly Kano has been left out for practical reasons only. Basically the humble Game Gear simply hasn't got the power to accommodate the complete range of characters. Despite this problem, Acclaim have still made a superb job of cramming the excitement of the Mega Drive cart onto the hand-held machine.

Unfortunately the bonus level suffered the same fate, having to be sacrificed in the name of practicality. So there you are.

★★★

SOUPED-UP SCEPTIC

I just have to do this. Write yet again, because the letter I posted this morning is probably on its way to Vietnam after I screwed up the code on the address. Sorry!

In Issue #34 you answered my pressing questions about the Saturn – thank you for the pictures. Now, soon we'll have another thingy to add to the Mega Drive. Perhaps this time the whole thing will come alive and become a mighty warrior robot. Or maybe my young, innocent life will end tragically when there's a brilliant flash of light and a spine-chilling shriek as my Mega Drive explodes into a fiery molten mass.

On a more serious note my Mega Drive and Mega-CD work very well. But from time to time there are horrible lines running over the screen. I find this ugly and irritating! We use a PAL television system here, is this type of event something to worry about?

Gerrit Olivier, Pretoria, South Africa

It sounds to me like you may have some doubts about the value of the Mega Drive 32 adaptor, which is perfectly understandable. However, from what we've seen of the new system here I have to say it looks like a winner. After all it's not going to be too expensive, about £150, and at least you're safe in the knowledge there will be plenty of software support.

As for the "horrible lines" when you're playing the Mega-CD it's difficult to say what's wrong without actually seeing the problem. However, the screen image should be perfectly clear if everything's in full working order, unless, of course, it's Full Motion Video you're watching, which is invariably of a fuzzy quality. The lack of colours means games such as Lethal Enforcers *and* Ground Zero Texas *always look a bit on the dodgy side. Other than that, if you're still under guarantee, take the Mega-CD back and get it sorted.*



Melinda Tuza
Age:12

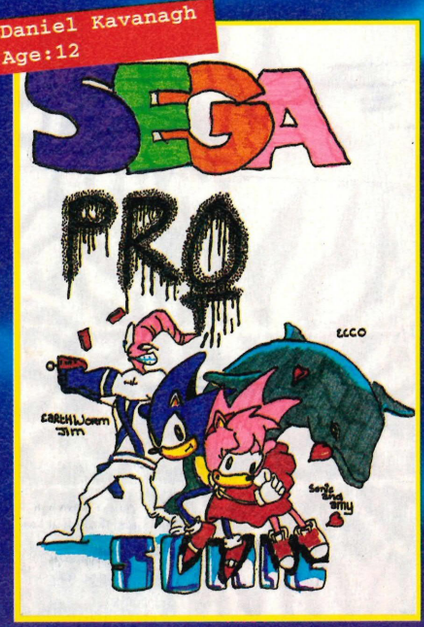




Alistair Wells
Age:8

AN Other
Age:??

Daniel Kavanagh
Age:12



PRO SCORES

Welcome once again to the column where you get the chance to show off, boast to your friends and generally be an egotistical pain in the butt! Anyway, if you want your score to be shouted from the rooftops, write to us and maybe we'll include it in ProScores. Fill out the coupon and remember – No cheating! Always include photographic proof of the score; plus a photo of yourself, if you want...

...MEGA DRIVE...

JUNGLE STRIKE

13, 411, 500	R A Boston, Luton
10, 344, 600	Richard Stephens, Cardiff
9, 400, 450	Paul Todd, Plymouth

SONIC 2

8, 634, 330	Mark Kourouche, Liverpool
4, 450, 430	Russell Courts, London
3, 670, 770	Nick Haslam, Rochdale

...MASTER SYSTEM...

MORTAL KOMBAT

2, 398, 000	Peter Costopoulos, Australia
1, 900, 000	Andrew Conner, Swindon
1, 464, 560	Stuart Robens, London

PGA TOUR GOLF

-10	Simon Duarte, Norwich
-20	Duncan Leslie, Wellington
-37	A Marson, Barnsley

...GAME GEAR...

MORTAL KOMBAT

2, 178, 500	Peter Cathro, Stoke-On-Trent
1, 890, 500	Steve Ridgeway, Westford
1, 559, 400	Shayne House, Norwich

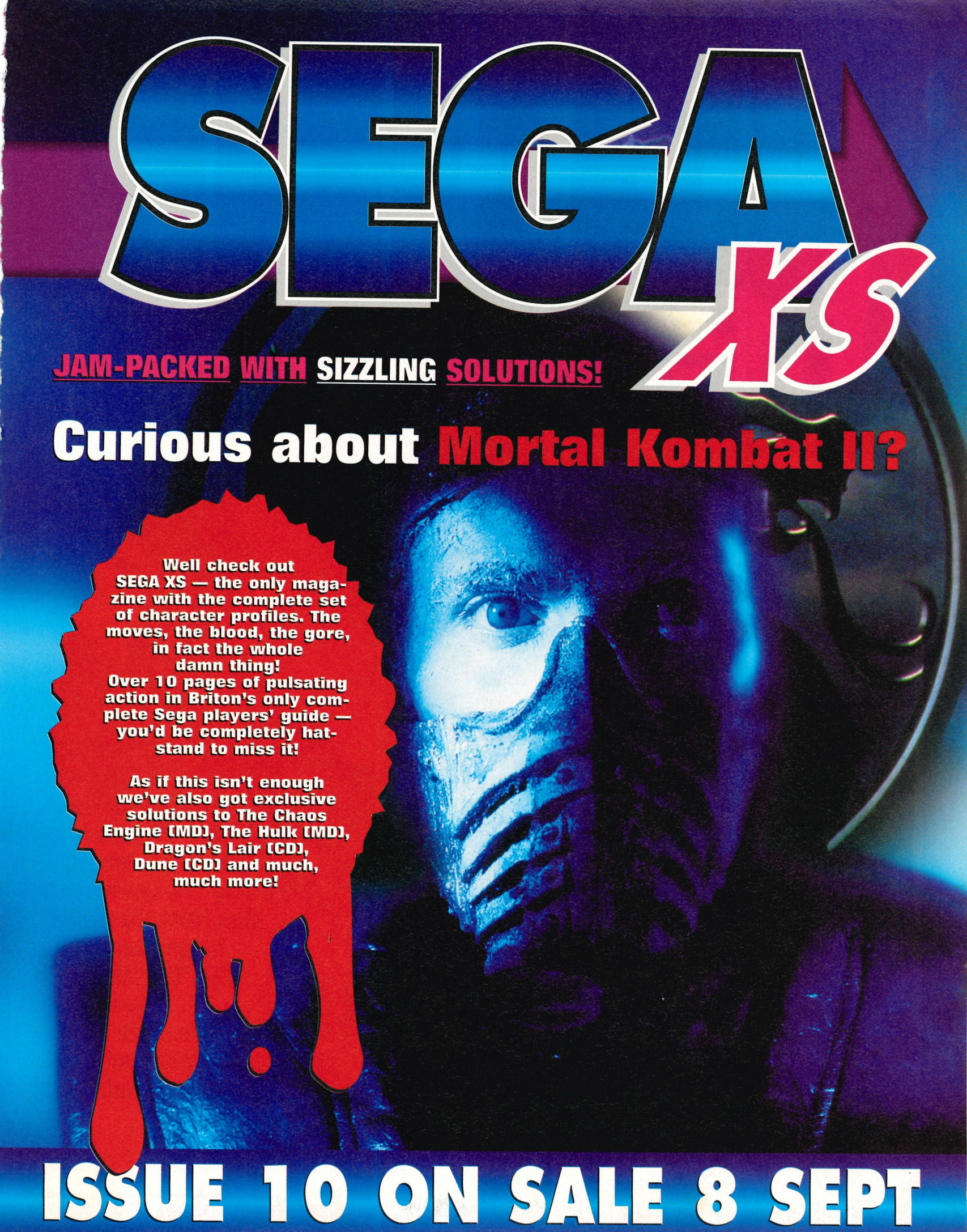
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